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#### **Quake Killers**

62 How do you top the awesome 3D action of Quwe? All the gaming heavyweights including LucasArts, 3D Realms, id Software, and Raven—are working on that very question with the

next generation of first-person shooters, which promises to take the genre even further. This month, we grab our rocket launchers and hunt down the most promising Quaxe killers of 1997.

#### HARDWARE

### **Speaker Blowout!**

No gaming experience is complete without a killer sound system to reverberate through your brain. We locked Contributing

Editor Loyd Case in a room with 11 new speaker systems and things got loud. Very loud. Check out the results of his aural orov inside.



#### SNEAK PREVIEWS

Warlords III: Reign of Heroes Flying Nightmares 2 Twinsen's Odvssey



#### GAMER'S EDGE

Flying Corps Master Of Orion II > Diablo Multiplayer Tactics Scorpia's Mail CG Tips!



#### COLUMNS

Technology Sports Simulations

Tips for Your Carning Ric is McCauley Asks, "30 or Not 307 Denny Atlan Explains Why You'll Sons He Putter Online



Action A

" Chin Targets Add-ons and ics for the Top Action Cames Companie Soura Leader

III Strategy/Wargames Martin Cirulis

What's the Deal With Psycho Gooks, Part Duh!

DEPARTMENTS ist the FAOs Answers to Frequently Ask

#### REVIEWS

### ADVENTURE/ROLE-PLAYING

A Fork in the Tale Koala Lumpur: Journey to the Edge



#### ACTION

Quake Add-on Packs Sega Rally Deus Interstate \*76



#### SIMULATION

M1A2 Abrams G-Nome



#### PUZZLE/CLASSICS

Marble Drop Poker Challenge



#### SPORTS Jack Nicklaus 4

#### STRATEGY/WARGAMES

Magic The Gathering Into The Void Star Command Muzzle Włocity





And The Coaster of the Month Is... Pg. 144

### PLAN TO DOMINATE THE

L. UTILIZE UNSURPASSED TERRAIN ADVANTAGES





Harass snowy trappe

Prodor Units to retreat When hit

3. Develor UNRIVALED MAPS AND MISSIONS



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#### What's On The CD?

said, "twanna KILLTI wanna KILLTI wanna eat dead burnt baby's bodies!" And the man looked at me and said,

"Son, you're our boy." -Arlo Guthrie, Alloe's Restaurant

If you've got a hankerin' for carrage, you've come to the right place. To complement this month's 3D-action thems, the CG-ROM delivers a custom Duviz level that lets you blow off opponent's limbs. This CGW-exclusive level can be played either single, or multiplayer and was created by Richard "Levelord" Gray (renowned for his preverent Duke MAXIM 3D tenets). Special thanks to the Levelord, as well as

CGW's own Dave "Shaft" Salvator for bringing all the appendages, et., uh., proces together. Special thanks also to the guys at id Software for their generous permission to use Quius technology objects and textures, (Qualiers is a registered trademark of Id Software. Inc. OUAKCEP, the Enforcer the Rottweller, the Grunt and Textures included within this custom

lovel to 1995 Id Software, Inc. All Rights Reserved.)

If, however, you're one of those people who thinks Driver sucks and Dusz NUKEM rules.

you'll be happy to play some all-new Duke Nuxem 3D levels, also on this month's CD.

If third nerson 3D action's more up your alley check out Ecsivitica 2 by Psygnosis, and Town RAGER: PART 2 by Eldos. We also have a special sneak preview of the highly anticipated Jen Rivisht: Dank Forces II by LucasArts.

This month, CGW Contributing Editor Pat Miller completes his special Wetnam Trippy with "Blues to the Resque?," a custom built Steel Powers 2 scenario based on a befferthat took place in November, 1967, in the Khesanh Valley of South Wetnam. And for sports fans who want more than just baseball this spring, Sierra Online presents its Front Page Sports:

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JACK

GAMES AND GOODIES ON THE CG-ROM			
DEMOS AND STUFF	PLATFORM	DIRECTORY	EXECUTABLE
Acrobat Reader	WIN/RS	ACROBAT	AR32E30.EXE
Battle Tech: Solaris	95	BTECH	SETUPEXE
Bleed Omen: Legacy of Kain	95	KAINOEMO	KAINOEMO.EXE
Cave Wars	200	CAVEWARS	CAVE.BAT
Custom Quake Level	200	QUAKE	N/A
Diable shareware	95/NT	OLABLO	OIABLOSW.EXE
Ouke It Out In O.C.	200	OUKEOC	INSTALLEXE
EarthLink Network (R)	WIN or 95	ERTHLINK	WIN31/SETUP.EXE OR WIN95/SETUP.EXE
Ecstatica 2	95	E20EMO	ECSTATIC,EXE
Football Pro 97	95	FBPRO	SETUP.EXE
Front Page Sports: Golf	95	FPSGOLF	SETUP.EXE
Jedi Knight: Oark Forces II	WIN/95	JEOI	JEOIMOV.AVI
Magic: The Gathering	95	MAGIC	MTG0EM0.EXE
Patches	N/A	PATCHES	N/A
P00	95/MMX	P00	WINPOD.EXE or POOMMX.EX
Quake Comics: Adventures of Oank & Soud	N/A	COMICS	N/A
Scud: A Shockwave Game	WIN/95	SCUO	via Netscape or Microsoft IE
Shivers 2	WIK/95	S20EMO	SETUREXE
Space Bar	95	SPACEBAR	SPACEBAR.EXE
Steel Panthers 2: Blues to the	N/A	SCEN3	N/A

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POD (Ubi Soft)



Gour, and Footsul, Pho '97 games, while Berkeley Systems takes a holder approach to the competition with You Bos's Know Jack. Sports. So load up this month's CG-RDM and net rearly to experience the best cames. available anywhere!

#### How Do I Use It?

If you have Windows 95, installation is simple The CD is Autonian enabled-just indoniced. Diherwise, from Windows 3 x, saled Run from the Program Manager menu, and type D/FLIN-ME (where D is the letter of your CD-RDM drive) to run it straight from the CD. Then type DWNSTALL to create a CGW program group on your Windows desklop. It you have installed preyour versions of the CG-RDM, this disc will use the program group already on your desktop.

How Do I Play The Demos? To view the demos, first click on Editors' Hot Pacies, Special Features, or Product Demos. Then click on the title of interest, Each demo has its own instructions for installation.

How Do I Get The Patch Files? Click on Paiches under the CGW Features, and then tollow the instructions on copying the bles to your hard drive. From a DOS prompt. type D:/PWICHES (where D: is the letter of your CD-RDM cirve) and copy patches directly to your hard drive. We recommend that you back up previously saved games before installing a

#### natch, as it may overwrite your existing program. How Can I Get The CG-ROM Delivered Each Month?

To subscribe to the CD-RDM version of the manazine, call (300) 665-5930, and specify that you want the CD-RDM version. Please note that It you already receive the magazine without the CD, you must wait until your current subscription expires before receiving the CD version.

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most magazine retailers. If you can't tind the magazine with the CD, encourage your retailer to carry it. We can't fulfill requests for back issues of CD-RDMs at this time

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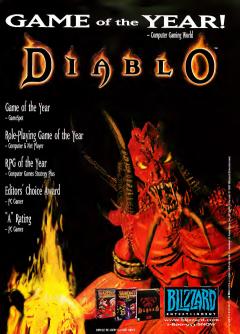
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OTE I work to enchance my pales in upon to fall and 1 NO! I on on one decks and I make ood hon salve over to people

STREET, SQUIT DET SANTA ME so Pray con lid such place Card my put

# Flunking the Playtest

How Bugs and Flaws Survive Despite **Playtest Exterminators** 

n an industry disven by engineering and technology. you would expect that playtesting would have become a science by now. However, the more I view this industry, the more I am convinced that playlest ing is an art, not a science Every month t get letters from readers who complain about a recent game and say, "How could Way-Late Software have minased this

game in this condition?" Naturally, we can't overlook the obvious reasons Way Late Software may have released the game in that condition. They may have shipped a came that they knew was buggy because it had to ship before the and of the financial quarter, or they may have shipped a bupgy product because they were out of development funds and needed immediate cash flow. They might have shipped the product in a buspy form as a tast report to cut their losses.

We also can't overlook obvious hardware incompatibilities. Recent research indicates that up to 20 per cent of the installed base of consumer computers may come from screwdriver shops (focal computer stores that assemble machines with components dy lour, often resulting in systems with configuration aromalies). When you consider that even major PC manufacturers such as Dell. Gateway and Micron mix com-

ponent cocktails every few months. you realize that it's impressible to program for debug, and test every hardware configuration. Many bugs-even crash bugs-are

restricted to a few strange configurations as opposed to being universal Some of the flaws our readers complain about are endemic to the playfesting process. Before I was a CGW editor. I participated in beta

**►∠∠** Gamers are concerned that publishers are skimning on Al in favor of multiplayer gaming. >>

ing doesn't catch all of the flaws. First, the playtesting process caters to experienced garners. Many times, computer game pub-Ishers build their playlester fists from the gamers who complain about previous products. They are the tactical battle was being waged. impressed with how deeply the playtesters have gone into the products and they want that kind of commitment on their next products. Indeed, that's how yours truly got on playtest lists.

testing, and I learned why playlest-

Unfortunately this cres ates "playtester tunnel vision " Game interfaces licons, terminology, and structure end up toflowing tamiliar patterns. As a result, playtesters zip right by flaws and don't even notice. For example, Lwas planno a WWI naval game which had both strategic and tactical elements. The game had a bug which would not allow you to reaccess the strategic map once the tactical map had been activated. As a veteran player of the Geograf Quarters rules for miniatures, I was used to the convention of steing a stratenic man, creating a basic battle plan with the other captains in

As a result, I thought the game was superb. Garners who were unaccustomed to the rules convention I had used in the past were frustrated at the bug. Apparently, all of the playtesters missed if because they (many of whom were also ministures aficionados) never dreamed anyone would try to go back to the strategic set-up once

view the strategic map or confer

with the other captains after the

access the strategic map after Fd.

entered the tactical engagement.

Was it a bug? Yes! Should it have been caught? Definitely! Did the company defiberately try to foist the bug on the general public? Nope. The playtesters missed it. Playtester tunnel vision caused

them to see what they expected to see. Even though every playlester agreement I've ever seen has chollenged the playlesters to try unex nected actions, tactics, and sequences, most companies recruit volunteers who love a given game's style and subject matter. As a result, the games aren't tested as

thoroughly as they should be Another complaint readers have concerns the current level of artificial intelligence in games which have both solitaire and multiplayer canability Gamers are legitimately concerned that publishers may be skimping on the Al, since the multimy squadron, and never getting to player game aspect is "where it's at." We don't really believe that publishers are deliberately under battle began. So, I never tried to refunding All development and testing, but we have noticed a tendenby at some publishers for the playlesters to spend so much fime with the multiplayer version of the game that they tend to pay less

attention to the solo mode As a result of playlesters becoming so enamored with the mulbplayer mode, the majority of playbalancing and tweaking suddenly tayors the multiplayer game. The worst case is where elements vital to the soliture mode are stripped out because they weren't used in multiplayer mode. Monitoring the styles of playtesting play is absolutely vital. Development

teams are bound to be pleased.

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when playfesters get wrapped up in the multiplayer mode and play far longer than designed: original expectations. They are very filety to respond to the playfesters' origicisms concerning multiplayer mode and change the design with out reflecting on the cost to the software belance in color to overest this tendancy, traffest departments.

will have to walk a razor thin

programmers are always trying to clean up their code, they sometimes restore a hug when they are trying to fix something, 22

fightrope in balancing the amount of time the department is spending within each mode of play. Finally, another reason flaws stide by the playfesting process has to do with the development cycle. Out-of-house playtesters send in their bug reports of odd intervals. We toward the earl of the cycle. programmers are providing new "drops" or "builds" daily. When these builds come together, all of the various game systems and functions are recomplied together Programmers have been coding separate files all over the corporate premises, and sometimes, at home.

In many companies, the build or

drop is made by simply freeding work on the network and moving into compile storms. Since programmers are effects of the programmers are effects and make a feet center up their cools and make it more efficient, they sometimes go back and undo a toruj is when they are styrill of the sometime got the constitution of the sometime of the constitution of sometimes are sometimes of the constitution of the constitution

then oracy back in on a later drop when an oak file is recompiled into the new burid.

Since the development teem befixes they have toed the previous bog and, as a result, inn't looking for the bug is the next budin, or ends up sliding through—unless the playstates filed big aim. In one baseball garms, if personally saw the direction of the ball logic everated from one build to another.

memoral form one build be another to potentially could give the potential be another to potentially goth outside, and the everal, other paper and networks, and the everal, other type and an evenue bug showed up. If this can happen with something this obtains, maple whill happens within a complete gramm where you would have to make a ordinar series of choices to lift the same bug, in a role strying game a would be bough to that the bug again. It would be tough to that the bug again, a would be tough to that the bug again.

the question, "Why dight Way Late Software test this pame?" I hope this editorial will shed some light into how bugs can still sneak through. even when publishers do test the games. My desire is not to excuse the burs, but merely to explain some of the ways they can occur and encourage publishers to fighten the playlesting process, I also hope that publishers will hear the questions and take senously gamers' frustration with "buony games." Though playtesting is still more of an art than a science, publishers should try to make the playlesting process

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#### LETTER OF THE MONTH

#### THE LADY IS A CHAMP

Range semminyed, Lead with some attention and according to the control AMER of Carle coulous myelf on the Child The Garner with Western, 1975) I dead question the demonspitable in their one to the exception that their part of the strick I notice that I am unitority among surpriser man diagraphic trait has in one superstreamen along priser. This has no surpriser man diagraphic traited in the primarily with crops which superposed in the Asia first hydrogen computer in magnetic residue of the primarily with crops which superposed in the Asia first hydrogen amount of final hydrogen developed with computer and final hydrogen control and the control part of the control and final hydrogen control and the control and final hydrogen control and the control and final hydrogen control and final hydrogen control and final hydrogen control and the control and final hydrogen control and

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These boding man resyn finder (i. U.) pring-by-mail clean dumpit has been seen finder (i. U.) pring-by-mail clean dumpit has been for the seen of the seen o



gy (my favetite). Then, I aid of Hissar and became hooked on shoot on. There on better attess reliever at the end of a day than to come better and lick some serious bett. I don't use cheart codes, I am pretty damagood, and I have no interest in adventure games at all.

I am on my third computer, brand new last week. Sheli (note proneum) is Falscia Northwest Mach V, 166 (MAX, loaded, My H-yearold son and I are currently playing Divarto, Himoles III, and Discontinual. I was computer in heavily at week and, with another

wemmi, am one-half of the trob-support unit there.

I am the one up late at right when my hasband goes sighing off to
bed. I am trying to get him "fatendly" with our computer and an

teaching him how to marigate the programs.

Well, back to my problem with the article, (Martin Cirolis) writes from the beginning as if only men will be reading the page. You beyint of the steered yet throughout while abhoring it. This is no letter than the facts that:

# I stanted, typically it seems, with RPGs. Then I discovered strate-

You write a great magazine. I have been a subscriber for about two years, and you guy, have never let me down, In your April issue (#153), I found the article, "How to Play Games With Women," just what the doctor ordered in getting my wife to see why I love this thing more than sleep. Loot her started on Diverco and I must say I have created a monster! Now, she says,"1'll be in in a minute, honey!" then comes to bed early the next morning. She wants another computer for herself so we den't fight over on six so much. Which is okay 'cause then I can get to kick her butt in some WAS2 or ONAXE. Thanks again for the article, gotta go, promised her I wouldn't take long. Never get this thing anymore. Great Glover

#### DIABOLICAL DAGGERFAULT

I wish to write shout a distributing terred his one device of a computer grows. He distribution is seen as grown of coloron pich DUCCHIPMAL in see of the most method countries. Here is a gene with thousand of shown, temples, and diverges (own if they are mostly endouted), handed only suppels, and of proper temples, and of proper in this as tissue paper. I applied Beltisad for a robbe steeppel at an open cardedness and freetering it as no prope cardedness and free-

attempt at an open-endedness start treedom of movement that is assurabled as the game Flowever, this game simply has no structure You're given one long Billicut-scene in the beginning, and data! it. Your character is an annoymous nobody with no history or bucknown down the few statistics and questions you nawer in the character builder, which has far less real effect on the course of the game. than all the commotion and excitement about it would lead in to befine. The point is, there is no character development whatoever. Yes, some of the open modelness must be scattled if they character development is to occus, but I think that it is excisal to an interesting and salsitying story. Avolying che in multiput a sense of modelnity generated dangeous to faith through.

But DACERSMAL is not the only culput DACERSMAL is not the superble game. Unfortunately, the plot is monoclated, algan, your character is fuerbase, and without recolling the manual, you wouldn't even learn why you're whose, you are in the fact pilese. It's almost as if an interesting shary line has become inclevent as long as there are enough monotest, pressure, and learns to visit. It I want entiless reclandant duringens to not through a manual control of the plant of the through the plant of the plant of the plant of the through the plant of the plant of the plant of the through the plant of the plant of the plant of the through the plant of th

# TOMB RAIDER Have you

gOt YOURS YET?

If you know Tomb Raider, you know why Lara Croft is the \*1 cover girl in graning. No other game has won more awards, delivered more action-packed realism, or kicked more ass. Harkovir gamers have made Tomb Raider the undisputed megalai of the year.

Action Game of the Year Best Graphics of the Year 95% Rating -rc Game

Game of the Year Rated 5 out of 5 Stars Computer Gimes Strategy Plus

Game of the Year Rated 10 out of 10 Computer and Net Player



Have your got yours yet?









#### LETTER OF THE MONTH

I Most people on your staff see men. (The women generally hold marketing positions.) Is these that much of a dearth of women reviewers? (With the possible exception of

Scorpis — a pseudonym.)

2. Teo many games have women getting
lifted, matrioed, beaten, and naked.

liffed, watered, beaten, and raked 3 There are too many scary articles about centring "women's games," lower wolence, moral sames blab, blab, blab

I suspect minowill not be the only letter on this subject. The salesman at Falcon told me they had a lot of women clients. (See, when a women is a gamer, she buys a SERI-CK St machine).

Confine addressing the saue of women gamen, but you you money whene your mouth in, you Which the seess tones in the neview, exact copportunities for women reviewers, let the game companies know they are ignoring, or behilding. 50 percent of their notional market!

Sinds/Alben Del Haven, New Jersey

Sendra you ignount that Just kelding As on know. Mutin Goods was trang to shed

light on the serious geodes pay in gaming whice consumpting modes to share our helds with their pattern had been been and an offer modestering light but by surface to a length such recitives to may here appeared to lay into all districtions he light has annoted to lay into all districtions he light has annoted to that the gaming modes has layerly spread. As fore our mostly make shall allow that for the COV's stiffs has No. Our offersts all of lockship these frames eithers and three conthesitive eithers and three contractions.

In this gas at mile for an This how it is too long by dedices as a short right, but there is more to if this just bear On serings, man hip stoom general and proof more time, playing them than sweezes. We are very conjusted of the left that VI proceed of the 2002 is address on examin That our advices, and imagement have to bear with first antivers on two me from this way appectively soon where reduced with the greater gapen may be be called playing to it. Then you for your proposetive and for your position for gassing, and we see to me after the other when the processing of the processing the gas and the called playing to it. Then you for your proposetive and for your position for gassing, and we see to me after our for the other than the contribution of the processing of the processing and the section of the processing and the section of the processing and the section of the processing and the processing the processing and the processing processing and the processing process

tor in this section from the other side's were

telephone come nation we are interested to

or one of our charactor. For egy locolmided into sungige, reflorer chaining? of Ores of our leavester of M Many one oil. He paper dish plot does rely heavily spoon the completion of multiple mini speech. If a consolity on one rely of Subsequence's Scrottling hay with Kickelsonking spic mon time to thee. We knowed to some each new monitoring for commence and the contraction of the contraction of the contraction of the religion of the plot of the contraction of the contraction of the contraction of the contraction of the religion of the plot desired in the contraction of the contraction of the plot of the contraction of the contraction of the contraction of the contraction of the religion of the contraction of the cont

#### WE'RE NOT DEAD, YET!

It certainly is a testament to the power of your celloride from article had an amazing impact on the folks here at Crystal Dynamics. We were quite surprised to see Crystal head on your defination has been any law Weet most been men the geart wideo game generyard in the sky. In fact, we've

pat fraibed our second profitible quarter. Specifically, we're convently priling the fraibing teaches on PNEMIMERALM and LEXING TO READ and will have three brandquarken new products to show at \$2 1th pine. We're going to have a great 1997, the best year to our floking? We'd have for second to a medicine and back the true.

> Scott Steinberg, vice-president of marketing Crystal Dynamics

Johnny Whon replies: I woully only the the graves. This is the first true I've



smales. High DOSA, or some other motion doed 1 to by the fur first the unificate short 1 to be per fur first the unificate short 1 to severe on the secure of shift how the RSC year, and used all he to see a flourth as the future. Perhaps comprome like fletcheds and the future Perhaps comprome like fletcheds and Rizzard should look to goars like the Ustana series and fletched or fletched to gravely with an intelligency and well developed plant language. Howepoing with the intelligency and well developed plant language. Howepoing with the plant is all the most sectionals and that the RSC comprose seemether that the RSC comprose seemether that the RSC comprose seemether that

quantity of gameplay does not necessarily make a good game.

Jason Rabin
Montreal, Quebre, Consula
Since we introded Discontinuous areas

Stoce we just voted Discussives, as our Rode-Rying Curre of the Yea, we obtowly lake to water if you played the 
some given we ded. Notes before in a 
CRPC has one of our characters been 
thown out of a gold for some performance, 
yet we experienced this as Discussives. 
Ever have the Brotherhood of Theory part 
out a contract or some character? They del

# ever hit a company with the shove! \

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# NOW COME AND GET YOURS

Finished Descent? Congratulations! You qualify as a beginner. On ENGAGE, it's just you end a mine shaft full of live ruthless gamers locking to blow you back out the

way you come.

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Descent, the online version, is brought to you exclusively by BNGACE games online. We've suspeed up with two new Wilder ship types to choose from and classic, neweebefor seen levels that will have you calling for your monmy to come finity you. Plus, Descent has been optimized for online plus to minimize latency and fifter the quickest way to satisfy your specific for destruction and domination. Beat EVCAGE's best and become immortal united with directed. The Descent enines are infested by three of the desclibed EVGAGE follow. Defend with home you with an EVGAGE leather homber jecks worth 54°C. We'll also piece your screen name and to one of the Descent ships in a future EVGAGE magazine of —details at www.engagaginescondings. One leather some destination of the Committee of the State of the State













"The ability to zoom in from a mile away within the sniper mode is remarkable." — ELECTRONIC GAMING MONTHLY

# THE WORLD WILL END IN 1999. THE

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- PC GAMER



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PC CD-ROM





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# BATTLE TO SAVE IT BEGINS THIS MONTH.

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   Never before seen "sniper mode" that
  - allows you to zoom in on the enemy and pick it off with astounding accuracy.
- The most sophisticated enemy artificial intelligence ever created. Fully reactive "smart enemies" think,
- listen, and communicate in a calculated assault on your life.
- An arsenal of totally innovative weapons

- and equipment including:
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    - A living polymer suit that protects from piercing projectiles.
       A high-tech reusable
      - A high-tech parachute.
        - Bombs...
          - homing sniper grenades... and many more.
        - Two styles of adrenalinepumping game dynamics featuring first and third person point of view.



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# Escape to L.A.

# Activision and Interplay Bare All

ick of staring out the office is ordow at the for and the rain, CGW decided if was time to nav nur francis in sunny Southern California a visit Not only did we tale in a few rays, we also got the scoop on all the products Activision and Interplay have shifted for inlease over the next year Here's:

#### a inhisthestop four of what we save INTERPLAY

. THE SECRET OF VLLOWI FURY. Interclay's new Star Tesk adventure game (stated to ship at the end of the year) was top of the list. Written by D.C. Fortana, one of the writers of the original Star Pak series,



an artistic look accentuate the story, rather than existing parallel to it, as

in many post-Myst games. Adventum tars will be intropped by the clot, which involves the confluence of conditions at the prophesied moment when the

forces of darkness are unleashed. . Some declare Bonnernaw the createst multiplayer game in history: We'll reserve such praise until we see the final product, but the beta-PC version of the game. Anomic Bomacoway, is certainly fun



races in this driving game, but the point is to run over pedestrians and smash other cars. You gain goints for artistic ment if you produce excessively bloody displays of vehicular nore

. Die By The Sworp is a fighting game with medieval, fantasy combatants, unrestricted 3D arenas; and even an adventure game component. The engine is 3D, the blood flows freely, and Interctay hopes you'll be carving into Kobolds with your sword sometime this summer. HHContrast on og 22

It's simple to praso-move a little our ground screen, plant bombs to kill human opponents (up to nine), and evade opponents' bombs--but isn't just brainless arcade action. Power-ups, obstacles. and the crafty intelligence of your human loes. serve to make every name chargic and bellaciousby fun, Interplay plans an early summer release. . Crassocrators, developed by SCI for Interplay, CARMAGGEDON

is a simple game of drive by destruction. These are

#### Short takes on games released just prior to press time.

TEST DRIVE OFF ROAD Test Descripes not triffill its promise of



test your off-road skills as much as your abiffly to float a fore-aff pendulum through a pinball-like environment that has you rebounding more than driving. The

game allows you to drive one of four production 4x4s through twelve tracks. Considering the different vehicles, conditions, and environments, very title variance is. actually reflected on the track. This one's anything but a test drive. -- Gordon Gobb

Armbyle (900) 265-7764 PC CO-ROM Reader Sendon # 301



Under every floral print dress lies a lady wearing black garters, carrying a big f\*cking gun!

-the slogan of all-pirl Quaxe clan PMS (Psycho Men Stavers).





hn '70s word cook som. Now, Activision lits you re-visit those hot-eyen days of platform hools, hall-hottems, and 'tros in its lunky now musolo-car notion/sim, lyrenstage '76, Plus, Activision's giving gway this slock set of wheels as the lirst prize in its 1-76 competition. Just onlise on down to Electronics Boulieup and pick up a specially morked I-'76 CD-ROM. A gold key inside the box means you may be the lucky winner of this deathmobilio. No key? Fill out the notry form and you could win other hip body. Even if you don't win the erand prize, you can pretend: Play that funky music, and you'll soon have yourself helloving that your own hunk-o'-Junk is a mighty musclo car after nil.-Charlotte Panther

#### News Flash

>>> Accolate recently signed an explusive multi-year agreement with Electronic Arts (EA), under which EA will have distribution rights to all new, and certain existing. Accelerte titles, including Hwoev, I, Test Divve, and the Jvck Nick, us series. This agreement coincides with EA's approuncement that It has made a minority investment in Accolade Meanwhile, EA and ASC Games have sorred an acreement whereby EA wiff distribute ASIC's Persect Weapon and Tex Pin Acces throughout Europe, Australia, and New Zeatand.

\*\* Talonsoft has guiled a real coup by signing Ace of Ricuss designer Norm Koser, who has designed Tile Drewnow. Are or Www.whoch is planned for a Spring, 1998, release. Meanwhile, Talopsoft has parted ways with Emptre Interactive and signed a distribution deal with

Braderhund, who continues to impress with its skalegy Insupilise our sneak preview of Www.cxcs III in this issue).

Maxis recently signed an agreement with Stormfront Studies to license the next two littles in the Tow La Russa Bassaul, series. The misase of Tow La Russa Baseau... 4 is scheduled to coincide with this year's baseball season. Maxis has also licensed European devel-

oper Ancho's Kick Orr 97 Soccer game, scheduled for release in the LLS, this summer

PAMASONIC IOX BIG 5 CD-ROM For a 10x CD drive, the Big 5

isn't the tastest we've seen: Our WinWark test came in at a so-so 570-khos. Still the data transter rate for 4K records is good at 1497-kbps (more than encuch to take advantage of most games). and the average access time is a fast 234 ms. You don't



buy the 10x Bio.

can be configured as one grive—so that you don't have to change CDs on games like Physicswiso-RIA or Wive Commission IV (provided the game supports the Panasonic format's or, it can be designated as one CD drive per slot.

While the IDE drive is talkly simple to install, it isn't oute Pipo-o-Play if sponest that you get the updated drivers, especially for DOS), and you do give up some performance versus a Easter SCSI drive.

But the street price of \$240 is a steal, especialby considering the flexibility of the drive All in all. one of the best gaming CD-RDM drives on the market.- Teny Coleman

Panasonic (800) 742-8086 (201) 348-7000 PC CB-ROM drive

Reader Service # 302

REAVIS AND RUTT-HEAD: SCREEN WRECKERS BEAMS AND BUTTHEAD, SCREEN WREDER includes nine

new ways to wreck your



bounce off the wolfs. The sounds are cool, as is the horus screen save. Not around busiking entertainment, but it doesn't suck.-- K. "Pinky" Simonlon.

Vision / VIE. (888) VIE.COM1 PC CR-RRM Anarter Service # 303

at tollote

wallnaper

#### WHCospaced from ag 30 ACTIVISION

. Zone: The Grand Industrial due this tall, is the ambitious, epic new installment of the legendary Zork advertibute game series. This model consciously embraces the entire Zork history with the re-appearance of many tavorite characters and





locations in the game, you attempt to defeat the Grand Inquisitor and restore magic to the Great Underground Empire. . Activision's WWI Blobt sim is coming along nicely, but perhaps the oddest development was

the documento change the came's name from DogFrair to Scarann/ Denove. . In Bood Divise Leavey or Kwy, a port of the PlayStetion action/RPG hit, you play a bloodhinty. shape-shifting vampire out to avenge your death

and rescue the land of Moscoth from a terrible exit. · Dww. Reich, stated for a June release is sure to be one of Activision's bigger hits of 1997.

A real-time stratery name this. unble other C&C and WeeCRAFT clones, has the potential to be just as exciting as those fathers of the gerre. Dww. Reien sports realistic terrain features, inhust multiplayer

options ûncluding handicapping and meanineful affiances), and more fluxible controls. such as waypoints and topgleable At, not to men-Bon some very cool units and buildings

. Hexew II, the third game in the Hosenic cycle is another winner (see the full preview in our DUKE Killers cover story).

. The weitdest game we've seen yet, NerStorne, definitely has a new

real-time games. The emphasis isn't on control but placement-where you put your units is key, since you can't control them after you place them. The name has a psychedelic look, with many units and creatures that are seemingly inspired by Dr Souss With more

angle that distinguishes if from other

LEGACY OF KAIN

focus on strategic placement than on the fly unit management, this game could appeal to those with a more detached.

vet strategic, play style.

Look out for sneak previews and indeoth coverage in CGW as we tollow these developing games from initial design through final product!

SCREAMER 2

The newest incarnation of the Screamer racing line is nice to look at, but that's about it. Scaraves 2 spects a lush, wit non-interactive. PlayStation-type graphics envicomment, with a choice of available cars, tracks. and types of competition. However, the game



Steering is so touchy that at speeds above 60 mph, any attempt at rounding a corner results in a 350-degree spin-out. This is incredibly trustrating, considering that your competition. seems to have no problem handling the turns. This one's for masochists only --- Joe 19/0/08 Uspin (oleractive, (800) 874-4607

PC CO-ROM Bracker Stones # 304

THE LAST **EXPRESS** 

Broderbund's THE LAST EXPRESS is a murder mystery unlike any other. The story isn't particutarly moinal-you become embroiled in a Highcockian nightmate while traveling agross

Europe on the Orient Express—but the gameplay. is. Events take place in real-time on the train,

whether you're around or not. structure lets: vou tolicy dt

Add to fits a stunningly unique (if oddly distant) rotoscoped animation style, and you have one of the more boldly original adventures to come out in a long. white-Jelf Green

Broderbund, (415) 382 4400 PC CO-BOM

ferent paths

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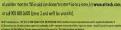




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garring, everyone gets to watch. You can record your game-playing directly to tape (just in case someone dates doubt your scores). And when you buy a new PC, you might just save the price

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## Reconstruction Zone

n early March, Microsoft inveiled a new incamation of its Internet Garring Zone at www.zone.com The original Zone, in addition to providing matching services for Microsoft names such as Close Coway, Moneter Truck Michess, and Helleriper, also teatured a

number of card and parlor names. The revenued Zone will eventually have much more to ofter carriers Currently available is ZoneLAN, a Kall-like utility which allows players to play DOSbased games that support IPX network (and run under Win \$5) over the Internal. Microsoft also plans to partner with some third-party developers to allow their names to be played on the Zone as well-Hastro is the first of these, and will offer free online play for bosed parries such as Moscrocy and Risk.

Another allance is with the

DWWNGO multipliwer gaming

service. It you can't stomach internet later or for your favorite action game, you'll be able to use the Zone to find opponents in your area, and then automatically dial your local DWWNGO server and play with much less latency-albeit for a small charge Perhaps the most significant arrigings

ment, though, is that all of Microsoff's upcoming boxed game titles for 1997 will teature tree Internet play using the Zone. That doesn't mean everything will be tree on the Zone, however, Microsoft's tirst "nay to play" name. France Acc. will enter beta-testing on the Zone in June. This updated version of VR-1's An Arraor is a

more beginner-oriented cousin to Ala. Wiveren and Wiverens, Microsoft doesn't

plan to charge by the hour to fly France. Ace, though Instead, you can pay by the day or month and by without watching the clock.--Densy Alkin

PLAYING LATELY

Last Month Months on Chart

### CGW Survey

#### . Diable (Bizzarii

- Red Alert (Nestwood/vgir) Duke Nukem 3D (30 Realine
- Civilization II (McroProse)
- Hernes II New World Commune
- Quake 6d Softward WarCraft II @szard
- Tomb Raider (Edds) Dapperfall (Betreste O. Warcraft II Expansion Disk (iii

Chack your mailton. No mail a survey to 1,500 modomly choses

#### PC Data Rest-Sellers"

- Diable (Street) Microsoft Flight Simulator (Vicesset)
- 3. Red Alert (#ksowood\\rom) Myst (Bodebund)
- NASCAR II (Seem On Line)
- Quake at Software/CT Innoven
- Tomb Raider (Nos) B. Duke Nukem 3D Atomi
- CED Resires GT Interactive WarCraft Battle Chest (Books)
- O. Hicrosoft Return of Arcade (Microsoft) is let indicates what the top-relies PC somes were, in calculated by

VIRTUAL JIGSAW: WILDLIFE EDITION If you're a ligsaw-abolic, searching for a similar distraction for your computer, look no further. You won't find anything better than Virtual Jipsaw. The Wildlife addition has fifty gorgeous images to choose from, which can



you can choose to play one sided or two-sided games Virtual Jigsaw does what it does really well, but anyone less than a lipsaw-maniac may and themselves asking "when's the point?"-Charintle Panther SouthPeak Interactive, (800) 774 6183

PC CO-BOM Acader Senace #: 306

**VODA STORIES** LucasArts' Desktop Adventure series has clarried another victors this time it's Shir Ways. What liftle play there is consists of directing a miniature Luke Skywatier across a crid-like envicomment, and having him shoot storm/mones. and monsters, push and pull rocks, and run an



endless series of enands. Your Stories generales a new mission with each name, but every name. plays out the same. Plays in the physical conshuction of worlds make hijshing some games. Impossible -- Robert Colley LucasArts, (800) 98-LUCAS

Win 95 CO-BOM Bearier Senson #- 207 The Great Wall of China. At over 2,000 miles long, it stands as one of man's greatest architectural achievements.



1.1 -OU Plug your PC straight into yo www.mracer.com

## **Diamond Set to Bring the Noise**

ou've just walked into a not-so-friendly bar looking for some ne'erdo well. You get five steps in the door when you hear a gun cock behind you. As you wifip around and draw your weapon, there's your friend weiting to say to hello in his own special way Now unless you've spent way too much time with a microwise oven. you don't have eyes in the back of your head-so how did you know where your friend was? Your ears told you.

Diamond Multimedia has harnessed real-time 3D-positional technology from Aureal Semiconductor, and forged it into their new Monster Sound card, which should be stripping as you're reading this. We recently got our first earful of the PCI-based Monster Sound audio accelerator, and liked what we heard.

We installed the Monster Sound sans blocups, and were very impressed with its ability to "put" sounds behind us-one of the hardest sound effects to cull off. Monster Sound also has a digital loystick port. and can handle Soundblaster compatibility for DOS games running in a Win 95 DDS box. But don't crich your Soundblaster 16 just vol. because Monster Sound can't support Soundblaster compatibility runging in pure MS-DDS mode.

Renderliftles will include Activision's MicroWarras 2: Mincrowers and Hyrereuxos, as well as Maxis' SwCorror, though the list wasn't complete at cress time. Priced at around \$199, Monster Sound is a bit on the pricey side, but as more titles stip that take advertage of Microsoff's

DirectSound 3D, this will be very destrable from to have in your box. Check out our feative and month for the full low-down on Marster Sound and other boards implementing SD audio technologies, as well as an indeath look at what 3D configural audio will mean for garning -- Date Salvator

Von as Poor is back for a sematch, this time with a Win 95 version. The new version features smoother graphics, painless setup.

VIRTUAL POOL '95

and some slight tweaks to the physics that you probably won't notice. Some of your old trick shots may be affected by the new physics wrinkies, but most saved games will convert easily. And you can even fisten to your own CDs. while you play. Even if you don't have Win 95 yet, this is the version to buy, as interplay includes the older version on the CD, too Noticeable improvements to a great pool simuator -- Grap Fortuna

PC CD.RDM Arador Sovice 4: 308



OUIZ WIZ CYBER TRIVIA It's tough to find a more original trivia game At first elance, Duz Wo Overs Terris, looks a libtie Jack-like, but a couple of minutes play

reveals that this game tacks all the elements.



porrect answer when you get a cuestion wrong. -- Charlotte Panther Tiger Electronics, (800) TIGR-505 Win/Mac CB-ROM Boarday Spraine # 3/10

that made Jack great. Its Wise Guy character. offers neither attitude nor humor: there's no

multiplayer option, they don't even reveal the



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## Diamond Stealth 3D 2000 Pro: VIRGE/DX Gets Some Respect

hest-saltm nerical focialy is the S3 WAGE, and desprie its reasonably good 2D performance, its pathet ic 3D performance has earned if the monser "3D decelerator" With

the release of the VERTERN STARS redeemed itself somewhat, and Diamond has added its usual set of refined tools to make the Steath 3D 2000 Pro a contender in the crowded

Installation is about as easy as it. gets for a graphics card-pop the card into an available PCI slot, boot the system lesset the installation CD, and trick "install drivers" on the AutoPlay meau

As a 2D Win 95 accelerator, this is a fast card. Do a Pentium 186

Micron Millenia running at 1024x758 with 65,530 colors, we saw 64.5 WirMarks in Business Graphics tests, and 30.4 WinWorks WarBench 97, DOS performance was respectable, with a Oberich score of 35.3 frames per second.

(fast in the SVGA-graphics test ed 13.5 tos at 640x480 As a velcome change. Descript has added VESA 2.0 support in firmware.

meaning on more TSBs are needed to run SVGA graphics DOS corres.

So, how good is the 3D? We took a quick look at two Direct3D titles. He I severe and Hypersuage, both of which certainly not better frame rates on the Pro than the earlier Steath 3D 2000 running crisply in accelerated mode.

Querall, the Strotth 3D 2000 Pro is a definite improvement over the original. It's

faster in Windows and runs DDS SVGA repobles games without assistance And while the VIRGE/DX 3D parformance doesn't approach 30tx or even Bandhon, S3 can finally shed the title of the Rodney.

Dangerfield of 3D acquirentors full skinny the Steath Pro. as we'll as STR's Ntm 3D, based on S3's SGRAM-based VIRGE/GX

-Lord Case

#### **Lara Dresses** Un Nice...



am Croft has fast become the darling of the garming world. Packing some senous, et, hardwere, and an etb

flide to mouth, she and here adventures in Extos: Toxis Ruppy have moved PC action garning forward with a "chase camera" action tile that dustthe PlayStylion port in terms of graphics quality. And that's just punning on the CPU. Eidos has also released several potchis. that let Town Revoca take advantage of 3D appelerators. The

3Dix and RendTon versions comellect, and most months a version for Matrox's Mysfigue All three natches are available at

www.tembraider.com/ tentures birt - Dave Cabustin

## Virgin: Paradise Regained?

of Wrain's demise have been greatly drag gerated, When Spelling Entertainment, the company that holds about 90 percent of Wroth Interactive Entertainment's stock, announced last month that it was discontinuing its presiden of the international electronic games division, rumors began disculating that the company was in trouble, and that company leadership was shaky Not so, says Virgin President and CED Martin Alper Spelling Entertainment is in fact. preparing to take Wroin public, and part of the process will be to make Virolo a "leaner and mean er" company by shedding weaker lifes currently in development. "The industry is not appropriate to

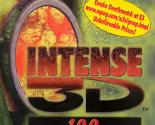
invoke a hardonized phrase, the reports



the market size," he said, "We will be appropriate The indulaences are once it's back to basics." To that end, Brett Sperry, co-founder and presdent of Westwood Shidlos, has been named vice president of Worklitwide Development for Wilgin

With the exception of the blockbuster COMMUNO & CONTRUER: BEG ALERT, MITGIN'S REPUID of PC littles fared poorly during the crucial holiday season, despite the inclusion of critical successes like Cyacus or Buoco and TooksTRUCK Alper admits he's surprised and disappointed "We gut a lot of ourselves into [Topkstruck], expecting if to do better."

Virgin's sales are strong in Europe, and the commony will focus on making products that appeal to more of an international market. Butty two-thirds of Bro Auren's revenues came from the European market "You've got to start looking at the global picture. If can't just be an American emduct," says Afner. MtConditiond on pg 46



# Unleash a PY INTERS 3D Graphics Meltdown!

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- INTERGRAPH

### Get Into The Groove

Rockin' Bands Lay Down Cool Tracks for Hot Games

've been disappointed in the past with the music that accompanies CD-ROM games. Whether it's that monotonous elevator-type muzak that developers insist on adding to puzzle cames, or that tirmy arcade junk, the only good thing about these sound tracks is that there is usually an option to turn them off.

Thankfully, a new trend is emerg-

ing: Gevelopers are realizing just how much a soundtrack can enhance gameplax Kelly Ropers. director of Music Production at Activision, believes that with the right project, the "pross-collination" of the music and computer garning industries can be successfully merced. With Incressors '76. Activision's '70s muscle car game, that indeed seems to be the case. The artists who include Santana levi boardist and songwriter Tom Coster, and Third Pve Blind's Arion Salazar, were handpicked to create an original authertic seventies funk soundtrack. The result is an incredibly growy CD that compliments the '70s teel of the game perfectly and actually

works well as a stand-stone entity in fact.

of the soundtrack, which will be used for promotional purposes. Although there are no immediate plans to sell the CO seper-



Brit hand The Chemical Brothers help funk up the WipeOut XL Soundtrack

ately, there may be one day, "It's a natural progression for COs." Ropers says, comparing it to films in the early eightics when only 8 percent of movies had soundtracks. available. For uncoming Activision tides. Ropers has enlisted Mott Walker, drummer for The Smashing Pumplons' '96-'97 Roger has re-mixed a special audio version world tour to write music.

Paygnosis went a different route with their Wireout XI, for the PlayStation soundtrack. Idensing moveusly released material from

techno bands, including The Chemical Brothers, Produce and The Future Sound of London. While the marriage. of licensed music and gameplay worked particularly well on Wescur XI. Pagynosis has plans to produce more material internally

After experimenting with ambient music (by Nine Inch Nats' Trent Reznor) for Queer. John Romero admits that, personally, he connects much more with an actual musical piece For Romem's new game Dayssaus. music is provided by Information

Society band member Will Locorto Action game developers are taking the lead in the soundtrack world. Other stuff to listen for includes the tollowing: Viacom's SLAVSCAVE, feeturing priginal

tracks from God Lives Underviolen: Annotate's Test David Out Boyo with those special Gravity Kills re-mixes: EA's Road Ranu with Soundearders and GT Interactive's Buoop featuring onthadellic band Type O Negotive's music video "Love You To Death." If the other genres follow suit, Muzak may be dead forever.—Charlotte Parither

Virgin

Reflecting that global bias, titles in development include RALLY CHAMPIONSHIP, a road rally racing title developed in Wates that has sold well in Europe In

adapting it for the U.S. market, Virgin is making a number of cosmetic afterations, such as changing the cars to models Americans recognize. Virgin is also working closely with Professional Sports Car Racing (formerly known as IMSA) to develop racing titles for the PC and PlayStation. Though Wrgin hasn't outlined a strategy for its sports lineup, Gavio Slaw

is shaping up for a May release, and NHL Powerpury 98, stated for September technies several improvements over last year's edition, including significantly improved Alt fighting; creates and trades; and season tracking. Virgin is also casting its hat into the RPG ring with an as yet unnamed title by a founder of computer fantasy role-playing. Though the storyline is still coming together, early concepts look promising. The game is scheduled for a 1998 release.-Kale Hedstrom



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"Falcon Northwest took top hortors in COW's review lest year, and rightfully so. Overall, the MACH Vis once oggin about the tablest rig of the bunch this year. Windows performance was rock-solid neroes the board, with wire in just elbout were restagory, including 30 propidos." «Commuter Gramina Work." The Felcon MACH V provides nocompremise sudio end video performance that will kneck you or if your sent."

Family PC "Recommended"

A wercome pyriodox or un compensate obligate is the MACH V's excellent busines application performance" "The MACH V's Winstone 22 score [bast all 6 other 166 MM mechines, end even a Pentium 200] for first place. The Petson beet out its 168MHz Pentium competitors on hard drive and carolide performance ev will."



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ger FI Intractive Mag

## Hi-Val DVD ROM Drive:

### The Next Generation of Storage Arrives

ter much hoogle about DVD and its noterful impact on the computing world, units are starting to ship, and DVD must now sten up to the place and deliver, Hi-Val, with its DVD System, has delivered one of the first DVD-ROM ungrade kits. which includes an FIDE Toshiba SD-Minno DVD drive, as well as Osadrant's Onemaster POI MPEG 2 decoder board which also delivers Dollay AC-3

"five-dot-one" audio output Setup was essentially nainless: After attachno the Toshiba DVD drive to our motherboard's EIDF controller and plugging in the MPEG-2 board, Win

95 recognized the DVD-ROM as a CD-ROM drive, found the MPEG-2 board on startup and, after feed ing driver discs, if was a done deal. Unfortunately at noss time there was

a shortage of DVD come titles, though quite a lew were in the works. We did take a quick look at Susan Street, an FMV-based submarine adventure which, despite the uninspiring game-play looker good Because

of the lack of DVD content, we took an initial look at Hi-Vol's performance as a traditional CD-ROM. drive, since if will be pulling double duty playing both media for some time.

We tested this late beta unit on a Galaway P166, and in WinBench 97's CD-ROM WinMark. Hi-Val scored an B2RKR/sec on the Overall Test just sty of 6X overall performance. However, in sequential read tests. Hi-Vol fared much better with transfer rates amond 1.2000/9/sec. about RX performance. We expect that these numbers will improve somewhat as drivers are optimized

Now the not-sq good news: The unit as tested has a fist price of \$759, a bit on the steen side given that EIDE 12X and 16X drives are shipping for one-tourth that price, and considering the currently thin herd of DVD game titles shipping. But as DVD drives begin to profiferate, game developers are tilety to ship both CD-ROM and

DVD versions of their files. Despite the pricey up-front cost, if you're looking to upgrade your aging CD-ROM drive, you might do well to consider a DVD unit ... /Jose Salvene

## Snake 'n' Ouake

ony and id have teamed up to creete Quest that ties in with the release of the giant snake

movis Anaconda. The Temple of the Mist level has you fighting off all lands of jumple needles as you make your way through an ancient temple, searching for the after with the key to your escane Just when you think you're home tree, the nightmare



begins: A one on one battle with the binnest, had dest reptile of all, the Anaconda, For more informabon, check out Sony's Anaconda Web site at www. spc.sony.com/Pictures/SonyMovies/movies/ Anaconda/squake.html - Charlotte Partiter







Four distinct races each with unique technologies and tasties.

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Graphies and com-

ogies and so and comvation that away the ion.



## WHO WILL DOMINATE?



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CIRCLE READER SERVICE #102

Target Release Date: July, 1997

# **Droll Troll, Ethereal Elf**

All Your Fantasy Friends Are Back in WARLORDS III, This Time With Multiplay tanks: dragons were resilv taclical

by Terry Coleman

ou know, some days you just have to get up and kill some thing. Maybe it's a careless. shaman, a collection of undead whose smell brings unpleasant memories of yesterday's diriner, or even an

about his boring virtues that sets you off-then again, you could just be a negromanger who has yet to meet his daily quota of lifeless bodies to be re-enimated. Welcome to the wonderful world of Work name III. where warfare is a way of IIe. and motic troops are as common-and refreshingas mint lutens on Derby Doy.

Prior to the phenomenal success of WARCHAFT If the Ways oxos series was the best selling and best-loved of tantasy strategy-gaming. Serious warpamers (who'd never adm'll to enjoying a fantasy game) often played Wivillanos as if it were

WWII on magical drugs: Glant solders became



save Whereens from the raignes of time. The most recent iteration. Worcoccs fl Douce, employed a SVGA graphics smoke screen that fulled to totally hide its 16-color graphic origins. In this age of trantic real-time multiplay, over the Wouldeck

If faithful began to question if the turn-based design could still compete in the marketolace. Enter Broderbund, whose strategy game publishing experience consists of a brief sfirst with Ewerr Druck; and, most recently,

Ascrupancy-ent the most scintificting of track records. Still the success of Myst has given

Broderbund a lot of retail reach, which is eradly what SSG needs. The result is a happy marriage where both parties hope to become a bro

see Wyruoros III nide, hit based mid to CMUZATION II. From what I've seen, they have a right to be confident.



POSING TOWERS Much like the serendipity issues in carce II, towers and ruins can either reward or purish you. so take case when investigating them.

#### CAST INTERNET SPELL

Over the last decade, Roger Keating has consisterity produced some of the best pure Als of any strategy came, from Casacas at Was to REACH FOR THE STARS TO WARLONGS IL WISHOUT the fucury that chess programmers have of the universe being limited to 64 spaces. From randomlyshulffing card decks to geographically-based Aland beyond, Kealing's Als are as unpredictable as they come. With that in mind, the scary thing in Waspaps III is how much better the Al has become. The computer opponent coordinates attacks better than ever before, defends more competently and, at times, can actually fool you into thinking that it has a plan.

In Wast gans II, for example, if you could disrupt the Al's preferred movement path, the computer would often lose its way, wandering around in a manner reminiscent to Lew Wallace's lost day at Shilloh. The new movement system allows the computer to find the best-



KEATING, NOT CHEATING WOLLDES II has Roger Seating's best All ever-which is saying something. Here, the All coordinates an assault on an enemy disadet.

but not necessarily always the shortest-path, and to dynamically adjust each turn according to the changing circumstances. Simply put, Wiviconos III has the best Al I've seen this

year-and maybe in any war. Ot course, even the best Allish's as challenging as a human, but how do you keep a turnbased system moving fast enough for multiplay? Www.prcs III uses a modified simulaneous turnbased system that is similar to Colkics recent. that this time it actually works. The ability to set time limits per turn keeps things brisk and less predictable. Currently, Broderbund plans to release the came with both network and Internet. support (requiring at least a 28 8-bos modern): the option for traditional sequential turn-based play makes erroll a breeze.

The diplomatic system is being overhauled as well. Not only is this a boon in solitaire play Decause the computer players do more than just get offended at human players), but if also goands multiplayer college. You could conceivably ally with a buddy and win a team victory. although it's unclear it scenarios are being specifically designed with cooperative play in mind.

Other amendes include hidden maps and foo ot war, both of which work at least as well as in. WARCEAFF II. You can toggle neutral cities to be passive or appressive or you can lose them entirely. City setups may be tweeked to hand capscenarios, and you may not for a "fast start" by placing tull armies on the map from the beginning. If the scenarios become too predictable, you

can even randomize the location of starting cities. Finally, if your buildies aren't available for berberien- or dwart-bashing, you can stay busy pillaging in the campaign. This offers a new best for Warronce, right down to the cut-scenes. between linked scenarios.

#### BURN & PILLAGE

One complaint about Westpeos # was that you could defeat the All by razing every city, and there was little incentive not to 45 so. In Washington II, if you want a more challenging solo name, or it you prefer multiplayer contests where your enemy can't employ a scorched earth polior you may tooole the Baze ording

off. You can still sack cities, of course, for immediate monetary gain, and slowly rebuild them. Alternatively, you may simply occupy a city or village and start pro-

ducing units on the next turn. But even here things have changed, if, for example, you conquer an enemy undead city you can't immediately begin producing undead units-a nice touch.

In addition to producing units from scratch, as your empire grows in fame and tortune, you may be oftered the services of mercenaries. Merchants may offer to sell you arms or objects. And, as in other Worcords games, herges will flock to your banner. As heroes grow in experience, they gain new abilities. which are manical- admirestorive- or combat oriented. While the combat

modifiers are mostly stoughttorward adjustments. to attack, detense, or morale, the magic spetts are more involved. Invisibility, re-arrimation, teleport, august, and phentom steeds all add spice. to combat. The spell fist (with around 15 spells) is kept deliberately small to make the game more accessible. Right now, the magic system falls somewhere between that of

FANCARY GENERAL and Hoppes of Mour & Music II, but it works well within the game's structure

#### DOMINATION More sophisti-

cated than recent real-time names. Werosco. Il manages to push the envelope torward for turn-based games-especially for internel play



PENUP ART The collectible Waxon card game offers horoines-most of here, more anatomcally viable than say.

Doing The SSG Shuffle They don't call it Rean or Hences for nothing: Concurrent with the misase of Warrans III for Windows 96, SSG plans to launch a collectible card game set in the Www.ores world. The game plans to feature orc mobs (as opposed to orcs calmly conducting their business?), groll flamethrowers (dog-faced pyromaniacs), the humorless dark elves, and assorted heroes of legend, among other cards

When asked if they are concerned about the endless glut of collectible card games on the market, SSG replies that "The recent flood of strategy games on the computer hasn't kept us from developing Workers III, has it? If our card game is good encuch. It will sell." No word on the react on sale date for the starter decks, but most new collectible gard games are referred at GenCon. So. If SSG. attends GenCon this August, it's a good sign.

> When you combine the great AI, the better graphic look, and the other improvements to the tried and true Wascens system, it's obvious that SSG and Broderbund should reach their goot. To make Waycongs III the most accessible of its storied line-without sacriticing the elements that made the others classics in their own right &



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OVER 25 CHALLENGING MISSIONS

# STARFLEET ACADEMY















DIRCLE READER SERVICE AGES

Target Riberse Date: August, 1997 Developer: Eldos

# Harriers, Cobras, and Tanks, Oh My!

This Is Not Your Father's Combat Flight Simulation

by Denny Atkin

Idos' Forno Normanes
2 tales a piet of beautrully rendered, realstcally modeled littpt.
smutation, adds in say,
ouncted of Convention
and Convention.
The resulting occoled in an intrinsing

mix of simulation and strategy game. FN2 is built on two mixor modules: a lul-blown, state-of-the-art flight simulation and a real-time strategic warranne. In a multiplayer game, two

players each site the role of commandant, sending bastle instructions to both computer-controlled and human-plated units. Remaining players take more traditional roles as pilots of AP48 Harrier III+ jump jets and AH+TW SuperCobra stack helecoters.

Intelled of Just theodorg a misson and following pressignor waypolish, pilets blow the dressions of the commendant, with leak-me codes coming in throughout the Right Mudridges (FIG) appears FIC will be all the strong Arthough it appears FIC will be all the strong at an unuil page of page of the strong and the strong and page graph the commendant strategic mood against the compact, and there's allow a self-lying campainn self-in Calle des elidershy.

JAWOHL, HERR KOMMANDANT
In the team play mode, one player creates a
game and chooses the winning conditions, game
setue, and location. An opposing player joins as



for our cares, and will dazze you from cetal on the normers to a booth, alphic blanded clouds.

commandant for the second feam. The remaining players then take pilot slots on each side. Up to 16 players are supported in a game

Each side is equipped with the same types of units—Hismans, SuperCobins, and a variety of Alcomfolled air and ground units, they differ only in whether they have Green (blue beam) or Brown (red term) camoutlage (Bictos may exercusity up an expansion disc with bussion equipment such as the 1941-141 list and Mi-29 I knoc helicostets).

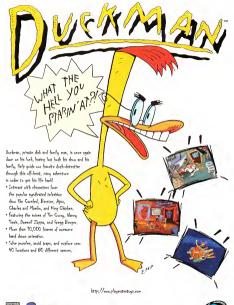
The commercian views an enchand view of the forthfeeth size and of these inspirituation levels. Finally and income rearry units are required and recome rearry units are required by known. An item may represent more than one alysical viethible—latik units, for estancing are actually composed of low infollowed sinks. These actually composed of low infollowed sinks. These actually card with extending a sink of present in the composition of the compo

"All the region considerations of red worke are in the game," says TRZ Produces Egypan Walsor," but they fire in these such that the player describ have to warry about them." Facting is modefed, to an ear attack on tanks, for example, should be mose effective. Numerical strength in also balson from account. "Now week units can belat on every stong unit, just due to the rules of transition."

A dozen maps are included, with a variety of ternah types, with a variety of ternah types, among those are endods, desert, and snow Ternan ranges from 100-200 hm on a side flexuspe control sizes place he mail real time places placed to the accelerated time used places the Occasions on Consumo, accernatios can take quite a write to play out. An acceleration mode will be available, worsh will, for instance, increase he maintimum seeds of an

MI AT urit from 80 to 90 sph. Computer-ordinal units include MIA1 tanks, LAV-25 amount personnel cerners, artiflery batheris, Averager and Hawk air-defense assess, EH-01 jamming helscopers, E-20\* Hawkiege MIACS, LOZC hovercall, uritify helscopters, history, engineers, and special larces units. You will also be able to assign the computers to old Harries and Super-Obstan.

Among the most useful assets included in the game will be RPVs (remotely pilloted verticles), which can lotter over an area and provide recon information for up to 90 minutes. "If you















COBRA VENOM As commandant, you can jump into the except of a SuperCobra and By an attack mission, but that will leave your troops encommended.



want to be evil, you can assign one to an artition until." Says Walter.
These unts are powerful by themselves, but they can also be grouped, adding to their capabilities. For instance, assigning an engineering unit to a tank baltation allows it to dig in and

unit to a tank battalism allows it to dig in an entrench in a much shorter time; assigning an anti-elecrati unit to a group increases the air defense rating of all the vehicles in the group.

Dishers you can one to units

include Attack, Entirenth, John, Escort, Deford, Bypass, and Petreal You can also set waypaints and have suris notify you when they've reached the desired position. Assigning orders to truman pilots works smillarly, expet the orders are simply transmitted to the pilot to carry.

out—updated waysorins and mission orders are transmitted to the alcoraft's mission computers. The commandant can choose to click on an alcoraft and jump in to fly

click on an aircraft and jump in to fly it himself, but at that point the remaining units are left uncommanded, and will stop in place once they've exhausted their orders

#### AIR GRUNTS

While the commandant mode abstracts the bettlefield, the human priors see everything—air and ground units, buildings, and terrain—in gionous 30. PRZ's tlight engine renders a detailed combat arens in 65,000 vwid colors if you have a 3D card (a mere 258 if you don't). The prodtions with these previous prior of 300. Readfillar, to the state of the second of the second colors of the second of the se Virge, Rage, and probably Myslique video chips, as well as Direct3D support for PowerVR and other 3D chips.

Objects are fully finite source shaded, with

ng bitinear fftering, antoliasing, alpha blending, and other effects when appropriate. The team

#### The Cuban Campaign

This RNZ focusion on multiplayer action, there is also a Cuban carenising designed for sole play. The campelly in should sinche about 25 misters to soursing on a nord-line Cuban threat against Quanturamo Bay. Departing on your performance, the game will be spit ownly helperan that Misters and Streng-Charle.

between the kinds and SupporCho.

The campaign will stores real-world suice of orgagement, air space management, and doctrine. Note Those to exist a time-on-support of place or many, 60 seconds—just there too early with the commany wild to go one, while to be less and the place of place or many so the space where too take and the good gust may be there. The campaign will include a full completed of Pussian hardware, including the MiRS 11, 21, 22, 22, 21, and 26. Ground walls middle 54, 14, 25, and 72 timer's 28, 26, and 51.

amp discratif assets; and Mil-8 and Mil-24 hetioptiers.

Expect a busy combat environment, with 500 to 1,500 units operating throughout Cubs at all times. Your performance is of the utmost importance—screw up, and expect to see SCUD missiles heroots to Milami.

has gone almost eventbeard with object deathnot only do you set her nozefs on the Hurifrest rotate, but 30kt and Rendition card owners will actually see a working HLD display from cont author and the size of the size of the first pop out of laser-guided bombs as they reliamenhed. The graphics arent oil that is 30 - Dosound is used to great effect to provide postbornal author, within instances must shaffloral aventments with

impressive doppior effects as you zoom past other vehicles, and even echos of your own engines as you pass close to large buildings This describement to exist company with

engines as you pass close to large buildings.
This doesn't meen the aerial combat will be all lash and dazzle. Look for both basic and a very realistic flight model.

"The good thing about the Harrier is that it's a very easy plane to thy in reality," says White: "It's be listically neutral and hiss no utily tendencies. I tabled to a Harrier test glint from McCosmell Douglas and he's never been able to get a lamiter to spin and he's need.

"The Cobrs is not to easy to model," Waller couldness "We're law inguist account that the Cobrs has a surincipal other system and handles very offerently from an Apache. We've added file verifiers computation," who are also in the computation of the computation will be computed by the control of the computation of t

visual cues to their make up for the situational assurences sentitions of a computer mother in only the pages it is difficult to preview a product fair's essentially two bightly integrated but very different garnes, especially when is little the potential to residence the two garnes. Surface it to say that these are dozenor intersures not owner of them for more information on interne play in FNZ, see this issuer's "Simulatoristication" or internet.

## Win 95 is cool, but sucks with DOS games!



## UAKE MECHWARRIER 2

### Sames run best on the operating system they were designed for!

You've got great DOS games, but you really want to try that new Win 95 game. You want it all. But, if you upgrade to Win 95, it will really hose your DOS games. With System Commander you can play each game the way it was meant to be played . . . on the OS it was designed for.

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# **Super Twinsen 64**

Twinsen's Odyssey, the Sequel to Relentless, Is a Genre-Busting 3D Extravaganza

by Jeff Green

ne first thing to know about Activision's upcoming Twinsey's Opissey is that no matter how many gamers you add to the discussion, you're never going to get a consensus on exactly what kind of come it. is its it an adventure game with action elements? Or is it an action game with a plot? A smart console game for the PC, meybe? After talking with the designers and making my way foreign a good chunk of the alpha. I can tell you that you might as well forget genre classifications allogether: You'll never be notif. Take elements of Town RADER, PRINCE OF PERSIA, and



HARD PAIN Two sen's first job is to stop the also rain that's polang the land. But was until he sees what harmons when it clears up

Super Mario 64, blend in some Crusacer: No. Propert and even some sole-playing elements, and you're just beginning to scratch the surface of Tuinsen's Ortusery-a name that is surely destined be one of the treshest games of the year.

THE NAME OF THE GAME Due this summer Tauxens's Onvesty is designed by Frederick Raynal, the man responsible for one of the most original advanture games

of the past decade. Acres as the Dask along with the more recent Tive Communo Twessen's Dovssey is the seguel to Roynal's RELEMBERS. Although Peubriless was lauded by critics (receiving CGW's 1995 Adventure Game of the Year award, if was never the Milit. deserved to be, partly because Electronic Aris didn't bother (or know

hour to market it properly; and partly because it. was a couple years ahead of its time. Tuesday's Daysery returns us to the primated surreal 30 world of Twinsun. As the game opens. our man Twinsen is called upon to help rid the town of an oppressive rainstorm, and, after he does so, the rest plot of the game is revealed: The clear skies open the way for a group of alters to land on Teinson with the assurance that they've "come in peace," but actually mean no such thing.

#### PLATFORM ISSUES

Raynal and his company, Adeline Softwere, have written a brand-new graphics engine for this sequel, and the results are beautiful. Amazingly-If elike 30-polyocnal characters walk and talk in stunning, not rendered, instant-manned enveronments. All the animation s state-of-the-ert, and the came is full of the forms that move about and follow their own agenda, even when you're not interacting with them.

You control Twinsen from a frind-person isometric necessarilys, and you navigate him forough the game's many puzzles by switching between four different behaviors: normal, athletic, agmes-



IEW Twosen's world is a colorful, 3D wonderland. Look out for that crab, though-he bities

sive, and discreet. Switching behaviors is a snap (all are assigned hot knys), as is switching between carners views to get your bearings. While the game is very story driven--you'll spend a lot of time talking to other characters-action and console gamers should also be right at home, as many of the puzzles are twitch- and piatformbased-with actions like timing jumps, manipulat-

ing levers. knocking out bad guys, and so on. Tweesen's Doyssey reminds me most of Super Mario 64, which some computer gamers (especially those who have never played if) might mean as an insult-but I mean it as a compliment. You can be put off by the "kiddle" aspect of both games if you want to, but by doing so you're missing out on some truly tun, charming, and challenging gameplay (anyone still scotting should know that Raynal has acknowledged Mario designer Shigeru Miyamoto as an influence). Those who've enjoyed Mano, or anyone who was tantalized by the genre-bending Tone Rapen, should keep their eyes open for Twersey's Oryssey this summer. It has the noten-

tial to be one of the year's sleeper hits-in what-

ever category you want to nut it. %

THE LEWS MULLIAN LEGS THAT CARRIED 10 DECONBER HER PETER WITH SPEED AND GAVE COULD STAND NO MORE. ELMISERY, SHE BULLIOD THE PRESH MUD, PORVOYS THE MOUNT lateres of hairs forested Washint. FOR. HATO FOUR A HOME DEEP ON HER SOCKETS, MAS SHE WAS NO LOOKER THE OBDIEST SECURITY. HER HERES KINDED WADDY, SPLANDERSKY BLOOD FROM AN OPEN WOUND MEETS HERE THOOK, PAUL CORT, BUT IT WAS NOT GLOWERT TO WARD OF THE CHELPERS THAT CAME SO QUICLEY. IT WAS THON THAT I REALERED THIS WAS only the Exception of the ani. It was THEN THAT I WERED DEATH'S CONVENTS FROM my succes onto that more And Themas AWAY. THE FAUST HORSEMAN WAS FEWARLY DEATH HE DOWN. THREE TO GO.







he Four Horsemen of the

Apocalypse lirk in the shadows before you. They are Death, Pestilence, Famine and Wan. They are the root of all that is

evil. They are the least of your worries.

The third and last known

Necromancer, the Assassin, the Crusader or the Paladin, you must defeat the Dark

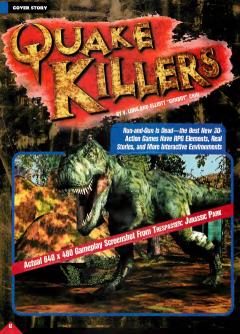
Generals and their Hell-spawned legions before you can face the archfiend and

attempt to end his ravenous onslaught.

Go in peace. And you will surely die:

THE BEGLANDES OF THE END.

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### The New Games Are Still Bloody. but Now They've Got More Meat



Now, it's almost impossible to go back to anything less than true 3D. The immersive realism of 3D levels, monsters that seem to be "in the tesh"---and a full six degrees of freedom has propelled us to a new level of experience. But if Ouwe showed us the wonders of 3D, it also exposed the weaknesses in current first-person



Real stories will bring the game to life and gues

you care for his welfare.

organia abilities. In Jrp., you'll be able to increase Mate's Force powers, white in Hoxin 2, your suppess in battle will directly translate into more power for your palatin. By letting you invest in your character, these games will make

Real Stories That Bring the Game to Life

Hand-to-hand with the role obvino elements are engagestro stones that olve both your character and the environment life, in Jrps, live



Action gamers are fired of the same old thing.

inaments will be even more interactive

action movies will tell your story as you learn to become a Jed and save, or subvert, a secret Jed valley in European, your supporting cast of characters will travel along beside you, revealing

shooters. Simple run and oun, find the key

namental value of boring after a white. We need more meat in action games. Now that the technotogy has been brought up to speed. It's time for the cameplay to be as well. The next deperation of first decision action pames-the Quiux killers-are doing just that by introducing real stories and innovative game design. Not supprisingly many of the games for tured here short the same inorgations and ele-

#### ments-elements that will finally bring action Role-playing Elements That Make You Care About Your Most of these Ounce letters, like Jea Kneser.

garning to the next level.

Hogs 2, and Dwoman, will ove you the chance to improve your character and gustomize his

secrets of the world ground you, unwerling more of the story, and giving you a gitmose at the relationship between your characters and the NPCs of the game.

#### Interactive and Functional **Environments for Increased** Realism and tmmersion

Being able to affect your environment, and being in recognizable, functional places will bacome as important as technology for creating a believable and immersive environment. In the best example. Hexay II you'll be in levels that

Mere innovative gamentry will definitely become the rule

look so much file real cothedrals that you would swear they could be used for communion. You'll also be able to shafter class windows, break apart barrels, and destroy turniture: all the better to feave your mark and make you feel like you are in a rest-lide environment

#### Better Game Design That Goes Beyond Key-hunting and Shooting

In games five Jeor and Hexey 2, you'll have to master new abilities. Her Force powers and magic, that will affect how you tight. Puzzles are also playing a larger part in come design, especircly in Drawaww and Jrox meaning that wou'll have to have a quick mind, as well as quick. reflexes, for victory, Also, with stories playing a larger role, mission-based games with real occals. rather than level-based games with no point but violence, will become the norm.

#### QUAKE II AND QUAKE WOR id Software Works to Improve Its Benchmark Shoote

by V. Long

hat better place to start his roundup than with the bunder of the center ld. Soltware. Work proceeds agage on Quox II and Ones Where the bitter of which is lets online multiplayer fracticst. The latest version of Custo Worse increases support to 32 players per game and recludes client-side latency by etter handling bandwidth hoes such as natour.

fire OurseWhato will also include Caroure the Flag, a chemmenally nocular Dissermod (see CGW March, 1997, p. 221). The Quivo Work in return to the Netscane Newtrator is also nearing completion, which will allow even easier access to internet Quez-All this work on Drugs Where will form the foundation for multiplayer Quive 1.



Among the other improvements in Quice II will be the ability to merce demos into the name itself. This will allow for immersive "out-scenes" that actually take place in the game world itself. Another change will be the memed streaming of demo and audio tracks, which allows lid to include highly compressed soundracks and some them to specific points in a demo, as if it were a movie. For Oswar II. Programmer John Carmack says that he is "strongly considering dropping Quiva C In twor of experting most of the game logic to a senarate DLL fife." The switch will not only boost overall speed, but also allow for an increasingly spotisticated Al and more monsters. Carmack plans to release the source code, but you'll still

this guy: when you shoot him, he'll start to become

John Cash and Tim Willis It II us of various Quest Il improvements. There will be true intologobjects, such as spinning tunnels, conveyor botts. and leaf doors. In fact, the rotating objects are so realistic that you can shoot between the spokes of a wheel as it turns. Two-way exits that let you go back to a previous level are also new American. McGee, level designer for id, pointed out that levels will be more closely tied together both in terms of story and interactivity. What you do on one level will affect the scenarios on successive levels.



mon primitgrafuquepurava

#### UNREAL

#### Can It Beat QUAKE at Its Own Game? by V. Long and Elliott Chin

were it currently very much a work in-progress. CGW saw the development tools, and received a speak peek at the first level (in 512x384 resolution) run ring on a P166 MMX with 32 mags of RAM. The testures and environment look constrainaly orim and bett the prisoner transport ship that comprises the first level, 16-bit color and dynamic tohtmo add to the visuals. However, neither the monsters nor weapons are fully implemented yet

need a comprier to hack the came.

You play one of four choracters (Iwo male, two female), and explore such diverse locales as skycities, alien deselicts, and mines. Some progosed weapons include a flamethrower and the Springer-a weapon that moles tarnets being hombs by tinon a mice into them the mice datanates it shot a second time).

Steve Polon, greator of the Quase Reager Bot, Is on the Useau, team working on the monster At, Some of the beasts will be smart enough to hunt. in nacks, to nin away if outcurred, and even to compete with humans for artifacts such as health. GT Interactive claims that Union, sharewere will be available in early September of this year. with the final product following later that month



RRUTE FORCE Monsters in the name include

Brute, which is fedfina in this gloomy man the editor will come with the game). Though the game is still early in its development, we should have something that's definitely worth playing. pretty soon--if Epic can meet its shipdate, that is,



## DAIKAHANA

## Samural Game Designer John Romero Slices Action With RPG Elements In Ion Storm's Premiere Game

by V. Long

of "stars" in the world of computer gaming. He helped found id Software with John Carmack and two others in 1991, designed Doose, and played a key rate in the development of Duver. Six months and he left id in a much publicized break to form his own game company Today. Romero's Ion Storm is located in the penthouse of a Dallas office building, has about 40 employees, and is developing three lifes using id's Duss engine

ohn Romero is one of a small number

Those familier with Romero know that he has alveso wanted more complex challenge in his

will do just that, by adding different characters, time periods, and role playing elements to the



action formula. The game also blends in some compelling features from console games such as SQUARSON'S CHRONO TRECKY, FROM FORMAY II. STORET OF MANA, and Secret OF EVERNADIO. Consequently Descrive will depart from the stated typical tone hero versus the world paradigm of the current slew of 3D first-parson games. Despite whatever auesome skills you possess as the main character, Hiro Mivamoto, the game is nearly impossible to complete without your two companions, Mildio Ebhara and Superfy Johnson, & refects real Ife. You and your buddles have to work together as a train to solve nuzzlesas well as to survive some very herry shursons.

Daikatana: the Movie \*Full 3D, str decrees of freedom of move-









the story is a hope part of the experience." explains Romano. "I want you to become so attorionally attended to the characters that per tain events in the game will make you break down and one last like in the opera scene from Face, Faces III." Romero intends to forge such relationships between you and the characters. through a variety of interactions, such as having

you come to each other's rescue and engage in a recreding barter. The heartbreak you will feel only indicates how much you've bonded with the characters. This is a novel

departure from today's 3D shooters.

where the

Rocket Launcher corn you feel comes from receiving two loads of buckshot at point-blank range.

Among some of the ideas Romero has for

heightening the serfimental immersion in Describia's world are integrated voice overs throughout the game to provide more of a movie (se experience, Indeed, Romero made trob-quality dialog a proofly, and has commissioned a Hollywood scriptwiller, Christian Divote, to crait the lines. Plus, a powerful

soundtrack scored by Will Locardo (of Information ment the game as well.

Unearthing the Plot Though yet to be tinglized, the plot

currently awakes around the exist for the mythical Dalkatana, an ancient Japanese sword passessing matricel powers, including the capacity for time travel. In 2455AD, Dr. Toshiro. Ebihara uncerthed the Dallotona ofter a measive and expensive archaeological search financed by his tarrely fortune. This wherewithal came courte w of his grandlether. Dr. Tetsuo. Ebihara, who discovered the cure for AIDS in 2030AD, Linterfunctoly, Dr. Ebihara's evil assistant coveted the relic for himself, beheaded Dr. Ebiture, and invedled back to 2030AD to seed credit for discovering the AIDS cure-and to

en)ay the resulting fortune. You play Hiro Myamoto, Dr. Ebihara's brightest stodent, and an expert in Japanese martial arts, Miliko, Dr. Toshiro Ebihara's daughter, rearfully tells you of the

tractic murder and to notisestic history In

setting events right, you will be rewarded with immense riches. In order to recepture the Datistina, you must break into an imperamable tortress built to salequard the ratio. The action starts when you are air-dropped into the swemp surrounding the fortrass.

Let the Games Begin

Discourse is much the Corecto Treater in that the hero and his trusty companions are sent. buriling through time again and again in Department each of the four appendes correstart out in the tubure, 2455AD. However, in order to save the outure, you must travel to the near present, 2030AD, Unfortunately, because of an inadvertent oversight, you and your pats are blown back to 2030BC instead. After some time. you manage to collect enough power to escape 2030BC, but only to emerge in 560AD, the Dark Ages. By the tiral episode, you make it to the Intended destination, 2030AD, whose events can

The episodes will be completely different worlds onto themselves, with unique non-player characters, monoters, resources, weapons, and technologies. In fact, weapons and fems. brought from one episode into another may be rendered useless almoly due to a tack of amono or energy, Each enbode will also have distinctly different art and color

palettes eagerly anticipated aspects of playing the here is the prospect of wielding a mighty

then finally be corrected.





Japanese sword. Although such a melee weapon is nothing new in that person games, it's certainly one weapon that many fans of the Alchlander series and Akira Kurosawa movies want to see done right. What also makes the Datistana special is the bond you will develop for it: As you

gain experience in its use, its nowers will grow tramendously-to the point of it almost becoming a sentient being. Like any good RPG, DAXXIVA WII one experi-

ence points to players who accomplish specific tasks, such as finding affiliates or letting mensters. Such experience can be allocated to the enhancement of a character's attributes such as speed, strength, and affack delay,

One innovation Romero is contemptating for Discover is the ability to play from the perspective

of either of the two companions. Not only will your abilities be determined by that character's unique combination of attributes, but you'll see the story in a remarkably different bold. For example, the good same seeds may have different dialog to reflect what that character understood. Another Idea that Romero is considering that

would add even more play-value to Dissource is the inclusion of various challenges that aren't necessaw in the stroy-line, but are firm as a channe of pace. Romero cited examples including the Reaper Bot corrects on sCary's now-defunct Dusythole Web she, and the fastest to complete the level contests on IDN Strom's Web site, all of which have been enormously popular among Quive fans.

Romero talked exchediy of incorporating elemetts from Doos DeathMatches, such as the "use" key BFG-type weapons, belanced weapons carobillies, and "Dogw-speed," It's safe to say that many namers will relish the opportunity to use the Daikstana to take a few heards à la Hiphiander As with any game so early in its development

cycle, expect some things to change. Look for more details in follow-on articles by CSW Romero projects that Dyacona will ship in November 1997, and that the shareware and commercial versions will be released simultane custy. Eidos will nublish this and the other ion. Storm games, However, Romero assures CGW that he won't release Dickypay, unless it's perfact: "It it's late, it's late because of mel"

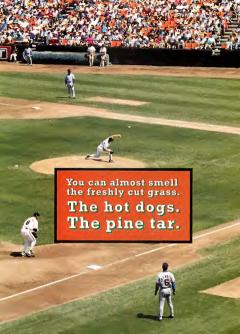
#### Describ the focus on the plot, the action gaming aspects of Davation will not be neglected. THE S+ORY BEHIND ION S+ORM



rockim John-Boness and Tem Hait, two of the blonest names in PC game design. in fact, game design is so Important to them that these: long-time friends left high profile companies, namely ld Software and 3D Realms, to start for Storm. They found ed the company with Todd Porter and Jerry O'Flahertic

both from 7th Level since added Bob Wight. for left, and Mile Witson, at bottom. The founders are left to right: Porter, Hall, Romero, and O'Flaherho As first reported in the

January 1997; COW (#150). Tom Hall feeds the 3D RPG currently titled Awarranias. while Todd Porter leads the unromed 3D said-firm strate gy, first-person action project.





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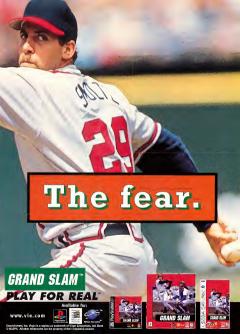
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## EDI KNIGH+

Finally, a Chance to Duel with Light Sabers and Ride Speederbikes In LucasArts' Forceful Jedi Knight

#### by Elliott Chin

erhaps the most anticinoted Orace Willer Is Lucas Arts' Jeo Kosom. Yet in a perfect example of what this second accomplishes, it's not the 3D action. that people are waiting for it's the story and the role playing: the chance to become that which the Star Ways universe is all about--a Jack. You glay Kyle Katarn as he strives

to become a Light or Dark Jed. The story unfolds in out-scenes as the game progresses, and the befor you do, the better Kyte becomes. Unified every other action game. Jeer Krecket isn't counting on giblets or graphics. to seduce you, but rate playing.

Jrm Klasve's gamentay is completely story driven, and the PMV cut-scenes integrate perfectly with the game. In the intro, an ext diold leaves you



up the moving range at left, all the white avoiding boxes that impacts movement

instaliations and landing gods will sill afopinstallation rootors. Frames are a realistic port of the environment. In Dvak Fonces, stormtroopers shouled at

you to halt and drop weapons. In Jrm. If you sneak un behind the stremirooners wou'll hear them talking casually as it waiting for their shift to end. When they see you, they'll swivel around and tell you to half in their trademark scrambled voice

Level design looks great, and able to swim through sewer ducts. lume down onto precarious pirders. and run across catwalks that look down on stormtrooper squads. LucasArts promises numerous secrets (and hidden enemies) on

each level. The levels will also hold nuzzies of various difficulty. Aside from the suzzles and smart level design, enemies-including Tusken

Ruiders, AT-ST walvers, plp-headed Gamorrans, stormfreopers, and assessin diords-will provide unu with ample artise.

to the mercy of two bounty humans. You see Kvid reach over his shoulder, dispatch the bounty hunter behind him and get up to face the other, At this point the out-scene ends and you find yourself in the har marn where this alternation took place. with the second bounty hunter's 3D form standing

#### in front of you, weapon passed. The game is about The World of Star Wars

The Jea team is striving to create realistic and functional environments. When you lated in a level, you'll immediately be able to fell where you are. An engine room will look like an engine room, and it will be in a logical location on the ship. Similarly, sewers will run under

#### IEDI VERSUS IEDI

light sabors in multiplayer molees. When you add

in the additional Force powers, it should be a

rubic/parr support is one of narry areas where Jenr will stand out. There will be team, play and Capture the Flag play, but the most impressive aspect of multiplayer Journal be Internet play. It's very easy to stars a Jiro server. You just select multiplayer game, click on internet, set the parameters (number of players, map. and the like). No OK: and wait for others to loin. LucasArts doesn't plan to have their own garring service (like Bizzard's battle.net() and is talking to online gaming services like Ten and Molayer, but with the ability to host your own internet servers this won't really be an issue.

#### MAY +HE FORCE BE WI+H YOU

You have a selection of 10 weapons for blasting the Imperials, from pistois to stormfrouper effecto recensor refers to Enterphiers, oil with determinable tes. The Tusken Pipd can shoot single bots or multiple shots: the repeater rifle fires rapid leser blasts, the rail gun shoots charges that slick to targets and then explode--great for deathmatches.

shot a speederbike or Crow ship in some of the levels. These won't be Rese. Asswumstvie seguences: would have full control over thitse vehicles.

#### "Obi-wan Has Taught You Well"

Torro sapa winge Le musi poweru veapon in that it deals great damage and can block lasers. For saber blocking, just hold down one key to block all laser blasts in a cone in front of your Attackers from above and behind you will still be able to hit you. However, as you increase in level. you'll have the colice of improving your subst blocking, which extends the range of your cone. You won't be able to fire white halding down the block key, but you could make your opponent cohaust his ammo and then rush in with the sabor. In addition to saber fighting, there will be a dozen. individual Force powers.

(uces Arts may you will be able to use Force) powers and a weapon concurrently, such as strik ing down an enemy with your saber with you are

side from saber fiching and well morneration (the rate of replenishing your Force points), there are 12 other Force powers There are 4 basic Force powers, plus 4 each for the Light and Dark side. Among the four basic powers are Force jump and Force speed: Justin Chin, lead designer for Jos Kways, says that rather than being able to choose which power you gain at level advancement, you'll be given one power at a time (thus restrict ing the more powerful Force abilities to afer to the game). Your choice lies in how you divvy up your experience points. amono your Force nowers, saber fighting. and well regeneration.

Before your Light side/Dark side choice. though, there will be an experimentation phase where you call try powers from both sides, in those cases, when you arkence a level, you can pick either a Light or Dark power. Once you make your choice, though, you will lose the powers of the other side. Light side powers include persussion (which translates into invisibility). The increase. shield; and repulsion. Dark side powers Include the ability to huri lightning bolls.



choking at work. This Gamorran guard is having his life sucked away, but he careful he doesn't shoot you before crosking.

Darth Vadar's oticke, and saber throwing the only ranged attack possible with the saber). The maximum number of Force powers you can learn is 10, but even their you won't be done with your studies, because all powers can continue to be improved.

All Force powers will have a cost; which is subtracted from your Force well: duration powers will continually drain Force points. You can add experience points to well regonaration if you plan on using an over-abundance of Force powers.

investig. In other cases, you wan't went to do mat. if you are choking someone, for example, shootinghim will release your one. Force povers will be ropcuted by pressing a single key You will, of course, be able to customize all of your controls. We saw nearly all of the Force powers in

action and ran through some of the levels in the came. Graphically, the levels looked great, with transparencies and dynamic lighting. Kyle was carefully arrimated for every movement, from backstroking in the water to crouching down in order to key down proximity mines. Jeon uses Direct3D for its 3D accelerated graphics, so all 3D cards will have the same, gorgeous look, Homevet because LucasArts (sn't using

OpenGL, the graphics aren't quite as opplant as GLOUXE. Of course, the team is still tweaking. the graphics engine.

With all the innountous and twists in gamentar that Jee Kesser is adding, I definitely see much promise in this game to lead first-person shoot



### HEXEN II

#### Astonishingly Beautiful Hexen II Boasts Major Improvements Over Quake

#### by V. Long and Elliott Chin as far away from the commission of

certifal Texas, somewhere in bucolic Waccosin, Roven Software is brewing up the latest incorrection of the Heretic Cycle, using the powerful Quart ergina, some Quive II technology, and lots of weeked imagination, all warped by large quantities of Dungeons & Diagons.

#### Developer: Baven Software Publisher: Activision Target Release: Susseer, '07

As with the other games in its generation. Hosex I is bringing us something beyond retread compoler. Come summer, it will provide us with a beautiful name country of a drastically improved Class engine and Raven's talented artists, but it will also give us role-playing elements and character growth; bub based levels; environments that look like functioning, restworld places; and interactive environments

Class Begins HOEN II picks up where Heartic and Hossy both olso by Raven, left off, Although you've deteated the first two D'Soard and Knex you must now face a

third, Ektoros. Like Horay, Horay funct oberacter classes from which you and your budges can

RABBIT EARS Don't underestifule the gootylooking paladin. He is probably the strongest fight-Subterface and menic are left to the offer class-



WALK LIKE AN... Here's an exemple of an Egyptian level, with an authorise look and feet, and almost the like wall murals,

choose. Of these, two are out and two are good-The necromancer is the master of black magic. His motivation for destroying Fictolog is abylous He wants the power for htmself. The assessm is the hards on spent of evil, also known as the Taker of Lives. Although her intentions are not as dark. es the necromanoer's, she still warrants caution The enjegater is a just, betamond character. stelled with both magic and arms, and is particularly adept at healing. The potatin is the polar

opposte of the negromanger He relies on strength and weaponry to rid Serpent Rider's evil. Each of the four

classes will have its own set of four unique weapons which returns from of those weapons two functions, nowered and regular. In essence this gives each character a

remains from Hexxy (swords, axes, maces) and there will also be spells, wonds, and strees. Although Ryven won't be resurrecting the Morph Overn from Hearne (which turned loss into chickens) or the Porkelator from Hexen (which turns them into plast), it plans to include deathmetch to newfound degrees of destrucfign, humiliation, and glee-

#### BREAKING WINDOWS



DESTRUCTION CAN BE FUN On the left you'll see the intact stained glass window. On the right

#### TRAVEL +HE WORLD

What particularly distinguishes Hoses II from the other Quaz killers is the RPG n'ement: Your character increases in skill and naver as he gains experience and completes certain levels. For exemple, the crusades develops immunity to poison, while the neoromanoer pains the ability to ravive (as emplead serverity) the crea has he has killed

#### The Magic of

The sorcery Raven added to the Quive engine comes in two forms: magical attacks for the game and an almost magical heightened Immersion in the environment. Raven marks sure to create the impression of habilation. You'll see levels complete with living quarters, chapels, stables, and outdoor areas. As in the original HODA, you'll she leaves swithin m. the wind and be able to interact with your invironment. Howev II also adds. new effects such as father rain. Fans of wanton destruction will

erroy the ability to smash open woodon chests to grab the goodles held

-



WHAT A TRIP! Here are some more breathtaking books at HOOR II emironments. Notice the brilliant, array from painting and must's in the Egyption level. Just as nice are the water and paintings in the Roman bath house.

within, or to crash through doors to make a grand entrance. We smashed open a few barrets and turned a wooden cart into a shower of splinters. Players can also gut the environment to productive use. For example, you can push around barrels, chairs, chests, and carts to help solve puzzles and circumvent traps. Rosen sees improved the sessions of the ing by implementing a scaring flight model that banks when you turn. The attention to detail in Hoven II is subtime. Observant gamers will notice that as the Fallen Angel and Skull Wizzrd (two aerial enemies) fly, their robes will ripple and flutter convincingly. We'll see the first imprementations of Dustr. If technology in Hexen II. The magnificent lighting effects, especially from the stained glass in the spectacular cathedrals, are courtesy of QRAD, a new tool that acids fight radiosity to the environment. The true rotating objects,

such as swinging doors, complex tracs, and

obvious to the casual observer.

even functional drawbridges are probably more

#### Four Play

Hosew II consists of 30 lowers, divided into four distinct time periods (rather than episodes), medieval European, Boyotan, Meso-American, and Poman, Each era will have a distinct look, in one Egyptan level. ou run through a catacomb filled with sphinxes, pharach statues, and beautifully textured murals of hierophysics that truly look like they are eiched into the waits. The medieval level is set in a cathedral that features ituge, stained-glass windows; a court yard with destructible barrels and pull carls: and cobble-stone floors.

The artwork and attention to detail in the environment is simply stunning. Not privdoes each era look historically accurate, but the textures used are simply corpecus. The tact that the environments are interactive will also dizw gamers into the game. You can shoot at the starred glass windows in the cathedrals, and they'll shalter with a resounding crash as the shards cascade around you. Like House House II connects the levels and episodes with hubs. Raven plans to include approximately four specially designed deathmatch levels as well. Raven and Activision hope.

to release the game sometime in June, 1997.



### SIN

Hipnotic Plans to up the Ante on 3D Action With More Interactivity and Story Lines

by V. Long

ipnofic interactive made a quick name for itself thanks to its much publicized break in with 3D Bealms. With the refrase et its incredible Quive Mission Prior No. 1: Scource or Arawson, they have firmly established themselves as a start-up worthy of considerable notice Not content to rest on its taurets. Hipportic is



Indeed, mission егсопраза земная

RUGLY here are last core at soille of the representation programs Provide men unkesh upon gamers le 1998.

DUAKE engine, but will otherwise be completely of Hipmotic's own design. Jim Dosé, Hipmotic co-founder, vice-president, and producer, says the plot-in-progress will take place about 900. years in the future, when private corporations

#### provide protection against rampant crime. As the

Terpet Holoson: Spring, '80 leader of a strike force, you uppower a diabolical plot by the evil brothernst, Alexis Sanctair, to transform the population into mutant criminals so she can ultimately take over the world. As in ion Shorm's Duscaruss, you'll be accompanied by

a nemus hacker skiekick

The number of levels and episodes has yet to be finalized, but the Hipnotic team says that the came will be mission, rather than level-based.

levels, and will often secure the player to To help accomplish you'll have at your discosal an arrenal of stealth weapons, such as scriper rites

Michael Hadwin.

director, points out. "We want this to be a creat sately of twen experience." You can expect lots of rotating objects; mosked transparent todayes for realistic chain-link lenges and critical cativalitis; operable vehicles, such as subwars and construction granes; realistic searls for metalworks and: of course, but explosions. Hadwin adds that the environment. will look completely different from Duvic's and be-

more Interactive than Dust Nustru 3D's. No doubt those special effects will boost the fun factor for deathmatch as well. Higheric glans to include several special deathmatch levels to feed the need to staughter fellow gamers, if these levels are anothern the the Edde of Oblivior level in the Scource of Annuals, the deathmetch levels. sione will be worth the price of admissional Six will scheduled for release by mid-1998.

#### TUROK: DINOSAUR HUN+ER

Acclaim's Dinosaur-Stomping QUAKE Killer Is Coming to the PC

URDIC DINOSKUR HUNTER, a gorgeous-looking first-person shoot er on the Nintendo 64, will soon be corted to the PC. As a Native-American employ ancient and futuristic weapons

against a tide of ravenous dinosaura. Most of the levels are outdoors, and there are guite a few platform conventions in the game; both these aspects alone suggest



NS4 version. However, if remains to be seen

thing different in this ding-killer, Graphically, Tusox offers some of the most crizzly death animations ever, Expect Acctaim's in-house conversion team. Sculptured, to take advanhave so if they expect it to look equal to, or better than, the N64 version.

THE RESERVE OF THE PERSON



The truth is coming.

And it's out there looking to kick some asso



3D Realms Waits for the Generation After the Other QUAKE Killers to Unleash Its Revolutionary Shooter

hat's happened to 30 Bealms' Prev. supposed to be the offmate Quase killer? Well, it turns out that 3D Realms is content to let the "rabble" fight it out for second generation supremacy.

#### Prey will come in and pick off the winner Publisher: August Target Autoase: NEG-185

Paul Schuydema, the lead designer for Prey, explains that although the engine had reached Quest-level functionality by mid-1996, it wasn't what 3D Profess warrend. "We wanted Pary to be more than just a Quesa clone," says Schuytama. So they boddy started over William Scarsboro.

the lead programmer, developed a fresh approach to 3D entire design that Schurosma terms "Portal Richnology," Portal Technology treats the world not as BSP trees (as Quive does) but as a collection of moms, which allows for dynamic environments. For example, you can teat down a well and

#### IS #HIS MYS#?





The propriet quality for Pray than by looks sturning. Of course, the prefrontments are offi proceeded, and much of the came isn't even in the production chases yet-

Other intriguing implications include the placing of portals anywhere in the level, so that a door in the wall of one more might propert to a transporting the ceiling of another; thereby creating a nightman ishly toosy-hursy world

Preditor the Prey editor, seems quick and easy to use. The partially completed test levels, complete with restletically blanded 16-bit enlosed lighting. effects, run very smoothly. Scon to be incorporated into Produce will be the ectify medule for creating new classes of monsters and programming their Alva a simple point and click scheme.

Pagy's storyline also underwent changes Although Pary remains a violent, frightering scierce-totion game, it now revolves around a modem em Apache named Talon Brave. Armed with his wife, brown, and plenty of affiliate (as well as some heliscious weapons), he faces a trinity of alien species known as the Tropara, and a fourth species known as the Kerptrs.

White we wish we could see more than just pools and a preliminary work-in-progress, what we did see was encouraging. Pary is currently scheduled for release in mid-1998, and will require at least a Pentium 133 with a 3D graphics accelerator.

#### TRESPASSER: IURASSIC PARK Return to Jurassic Park for Innovative Gamenlay and Prehistoric Action

reamworks is charging ahead with Trespusser, a 3D first-person adjorcadyenters dubbed the "Arti-Drugg" by the design from Tarspusses will be an emirely physics-based world where all



Turnet Release; December, 197 objects are interactive and can be manipulated Most of the environment is also outdoors in an island lungle, and the game is goal priented. eather than level-based. Gamentay is also miles. apart from Ouwer's simplicity.

Throughout the game, packs of velociractors will be hunting you down, and tyrannosaurs and other dinosaurs will meet you for the occasional scary encounter, so action will be a major part of the name. However, equally insportant will be puzzie-solving, as you will have to climb fences without being electropated. Do and hum on damaged

power generalors, and find your way from the bottom of the island to a radio beacon at the top of the mountain. The puzzle-solving even extends to how you fight off the therapods, because since they will be thicking animals, and not unthinking either than wading into them with ours bleang. Alternatively, because Greamworks is striving to create a near-perfect ecological simulation, you could dimb up a tree and just watch the ecosystem at work. For more on this incountive title. read Johnny Wison's cover story in our March. 1997, issue. Also check out the Tarsovssen Web site at www.trespasser.com, created by members of the Trespusses team %

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CIRCLE READER SERVICE #105

### **Houston, We Have a Problem**

#### A Method to Hardware Troubleshooting Madness

By Loyd Case

probably set one or two email messages a day that been something like this "Dear Mr Case: My system refuses to boot perperly ever since I installed Xyzzy II: I've enclosed my CONFIC SYS and AUTOEXEC BATTMes Can you please tell me what the beek is going on?" While I really critor belging people, the

thought of troubleshooting an unfamiliar Ace been reported associated with undergone ware from a distance is only shelith less. troobing than the thought of getting a mot conal. Unless I'm sitting in front of a system, or at least communicating dispetly by voice in real-time with someone sitting in fract of the problem computer, there's often very little I can do

On the other hand, I'm pretty sood at solving computer problems when Fig. siting these pounding on the keyboard. After reading the 3.547th message like the one above (okry, so I'm evaggersting-but only slightly). I had to pause and think: What is it that I do when I have a problem with my own system?

Certainly some of it is simply expenence. I've been delving into the irmards of computers for mgh on 15 years now. and milease over the terms of waned problems is a very good teacher. It usual, ly works Hiz this "Oh yeah, I ran into that on the Brandywine 3400 back in 89, or at least something similar. All you need to do is move the third ISA card to slot four and reset the cache incorer"

Have at times felt a little like the ensity did apezer down the staget remembering how he food his '49 Plymouth when he was a kid. There really isn't any substitute for experience, and as the saying goes, good redgement is the result of experience, and

experience is the result of bad subsement. Playing said that, there is a specific process I use when I encounter a wend problem of unknown origin. Here then is the Loyd Case PC troubleshooting technique. I con't guarantee it will work every

PRINCIPLE 1: Patience Is a Virtue When you run into wind behavior especially if it seems serious, stop what you're doing. This is especially true when

system seemed to stop there. I resisted the impulse to hit the seset button, and went to get coffee mateud. A good those minutes later (cons in computer time), a window porceed up, telling me that "Windows is belifting a new dittery detabase." After time, but it makes the job much easier. the computer completed the action, the system booted and all was well **Rules of Thumb** 

Several years ago, ATI graphics cards in some resterns would give you a blank screen for more than 60 seconds when booting Windows 3.L When I first installed the card. I hit the uset bottom

looked system is really one that's merely

navel-gazing for an extended period of

Windows 95 splish screen come up, the

time. Not hope ago, I installed a third hard

numerous times before I finally got up in dispust and left the room. When Learne back Windows was up. Co figure. So when a system seems to lock, resist the impulse to hit rout and, instead, wait a lift. Of course, if screething more obvious happens - say. you get the big blue screen o' death in Windows 95 or the dscaded "nave fault error" some generate, the problem seems more straightforward Farm then, reset the

unge to restart and, instead,

write down the contents of

need to call them.

the message At the very least

the sistem appears to freeze. Sometimes a There is a specific process I use disk in my system and schooted. When the when I encounter a weird problem of unknown



#### If setting all the variables to make your Orchid Righteous 3D or Dumond Monster 3D card work well has you haffled, check out a utility called Tweek, Written by Benedict Walmisley, Tweek is available at www.orunge com/seodos/html/tweek.html. It lets you set a lot of parameters that you previously had to insert by hand into



F Built they opening by an proper day

I' Fad Marry Option

If Dorklin Yang Pollen can

T feefCited

T High Faming

worked. As I was just about to give up. I professed what was harveening. I had installed a new BIOS-not just a flash unerade, but a whole new chrp -- so none of the old settings would have been remembered. Sure enough, the BIOS was n't set for large disk support ("LBA" or "logical block addressing" was disabled, for all you BIOS tweekers out these)

flopers, it

showed the

deter as a

Nothine

because I'd

been trying

everything

underthe

clear idea of

what hadn't

So make one change at a time, test the change, and if it doesn't work, change It back to the original setting I know; the original didn't work, other -- but good troubleshooting is much like numing a scientific experiment. You want only one variable to change at a time. If you make a change, and the problem still exists, change it back before trying something else. It seems to take longer, but believe

#### me, it saves time in the long ran-PRINCIPLE 4: Return to a Known Working Configuration.

This isn't always easy, though a boot disk is a good step. If you have the know of extra disposable income, loop a spere disk drive handy with a copy of a working system. If you've made a change like installing a new set of drivers for your prophies cond. raske 'em and go back to the old cases if you can. If you've not installed new hardware. take it out, reinstall the old stuff and see if it works If the former configuration works, step more slowly through the change

#### process and see if you made a mistake. PRINCIPLE 5: Two Sets of Eves Are Setter Than One.

Having someone come along and take a look at what you're doing is often very

from the boot useful. In fact, the second nerson doesn't even have to be technically inclined. Once, when I thought the system had home. Lasked nov six year old damebter 528MB drive (who is getting to be quite a game player) to look at it. "Daddy the monitor is turned worked....but off "was her realy Boy was Lembarrassed. My other daughter, who is only three, had pushed the power toggle on the front of my moritor. Often a second person can help you question your assumpsun, I had no tions-never a bad thing in this game

#### PRINCIPLE 6: If the Problem

Persists, Take a Break. Get some sleen, Read a book, Watch TV Come back to the problem fresh; often, you'll have a breakthrough idea. When you're backing away at a problem, it's easy to get into a rut. One time, I couldn't figure out why the system kept locking up when ranning Windows Leven reinstalled Windows and all the dovers 1 finally gave up and went to sleep. The next menting, when booting the system, I noticed it reported only 24MB instead of the 32MB I had installed. One of the memory SIMMs had come just a bit loose -- et still looked. He it made contact, and in fact, made just enough contact so the computer thought it was there-but when it tried to use it. BCCM/ But I had been too tired to refer It the night before, and who ever watches that RAM test snyway?

#### PRINCIPLE 7: If It Persists for More Than 48 Hours, Call in the Pros From Dover.

No matter how long you've been at the computer same, there's always someone who knows more than you do Tech support isn't always helpful, unless you can get a really experienced support rep. but if you don't have to pay for it, it's worth a try. I've found online services and the Internet to be much more useful, thereols. Posting a pleafor help, along with a detailed description, can often elicit useful suggestions

These are by no means the only steps in the troubleshooting process, but they should be enough to get you going. Next month. I'll talk about specific tools I use during the process of solving technical noblems Stay tuned &

#### PRINCIPLE 2: Ask Yourself, "What's

Channel Recently?" This is the most common question Lask other people when they ask my advice about a problem they're having. The usual answer is 'nothing, it was working fine' -but that arower is often wrong. Ask yourself again What's changed? More than once. I've run into a problem that was exused by semething I did several weeks ago -- and the reason I didn't notice it before was I didn't perform the action that generated the problem for some time.

#### PRINCIPLE 3: Make Only One Charge at a Time.

Let me repeat that Make only one change at a time. Many moons ago when I was studying physical chemistry in graduste school, we learned that one of the commentance of the scientific method was to vary only one condition at a time during an experiment, then record the results. Programmers call this "Error-Trapping" This may seem time-consuming, but I guerantee that if you make multiple charges, you'll either dig yourself into a deeper hole - or the problem will be fixed, but you won't know quite whyand understanding why is the first step to nesynting it in the foture

Case in point: a couple of years ago, I installed a BIOS uperade in my wife's astem. When I booted, I got the dieaded "ROM BASIC not found error" I maniediately violated two of the processes Tye discussed: I didn't stop and think, and I mmediately become hanging all lands of things without stopping drive jumpers, BIOS settings, and so on. When I would not FDISK

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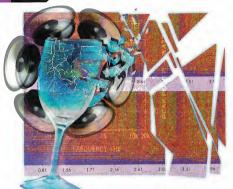






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HARDWARE



# Smashing Sound

Surround Yourself in Crushing Walls of Stereo Sound by Loyd Case

E'VE COME A LONG VAY from the days of silent movies, silent games, and nearly-silent built-in PC speakers. Still, many gamers don't realize just how good the music and sound effects have become, because they

can't hear it with their tinny speakers. Today's sound cards have cleaner digital audio sections and more carefully crafted MIDI patch sets. To really appreciate the audio quality of today's parmes, you need good speakers.

KE SOUND CARDS AND NAVERABLE SYNTHESIZERS, COMPUTER Speakers have improved over the past couple of years, though there's stiff a lot more chaft than wheat in retail land. We gathered a variety of new speaker pharings to lest with games and music CDs, and we were faith impressed. These speakerstore all "multimedia" speakers, which generally means each has its own built-in amplifier and is more compact than many home steneo speakers. There are, however, alternatives to these types of speakers, which you'll find in the Aural Alternatives sidebar at the end of this article. Warry of the newer speakers are continued as a pair of safetile speakers with a powered wooler. Although labeled "sub-wooler," the bess units are resi-

by woolars is ince the satelities only handle midrange and trable, true sub-woolars augment an existing basis specker set. Another frend has been the gackguing of the dowered wooter as a stand-alone item, but I lested most bass units with the company's equivalent stand-alone satellites. Enough of the prefirmagness: Let's pop a CD into the PC and purpo up the volume. It's time to rock

#### MIDI Land MLI S35 \*\*

The S35s are tairly typical of the current crop of satellite/conered bass combinations. Housed in being plastic, the sound qualify is talriy average, but a detrate out



above the 3700s from the same company. Transpents are criso, it a of subdued, and the overall midrange and treble sound pretty good. Despite the separate bass. unit, the bass still tacked any "comph." but if is tairly compact. The real problem with the \$35s.

is the homeodously complicated setup. The entire setup is controlled from a single box, to which a confusing array of wires and connectors run. Plus, the safelite speakers have their own set of controls, since they can be bounts separately. Connecting everything properly proves to be an interesting exercise in guzzle solving, and operating them is equally confusing. I'd save the puzzle-solving for adverture games and take a bye on this one.

MIDI Land MLI \$35 List Price: \$199: (909) 592-1168: www.midi-land.com

#### Sound Blaster SBS 380 and SBW500

\*\*\* Although sold segarately the

SBS380 and SBW500 make a nice, relatively-inexpensive combination. They flustrate something thet's often little underslood: Powered bass units help the satellite speakers sound better. Tested by themselves, the SBS3B0s demonstrate flaccid, weak fransient response and are completely tacking in any bass presence. When you throw in the S8W500 into the mix, you'd except the basis to sound more. robust, but the transferts also

become a lot crisper. The opening



movie from Descent 2 goes from being ho-hum to heir raising. One test teack has a heavy synthespect bass, which the SBW500s have no trouble reproducing, albeit with a significant mid-bass emphasis Overall, the Sound Blaster speakers are solid, middle-ol-theroad units with decent sound, a

good price, and easy setup Sound Blaster SBS 380 and SBW500, List Prints SRS 200 -865 (2008) 265 205MBS 285 1707 www.soundblaster.com

#### Advent AV370 \*\*\*1

The AV370 is a simple, three-way setem with a powered bass unit and two satellites. The satellites sport Advent's stonature wedge

shape. Setup is quite easy. Three mires glub into the wooler and you're live. The troot panel controls. are simple and straightforward. though there's no provision ton headphones. The bass unit is quite heavy, suppositing a strong amplifier,

which uses Dolby Prologic, has

Descent 2's intro, as well as the

Historied for accurate stargo

imaging and overall tonal qualiby across the spectrum. I also

istened at lower and higher you

ume levels, posting attention to

strained. I also tested for clarity

lost, or started to sound

game itself. The sound in this

#### **How We Tested**

thing of a black art, but Eve phrays marrial red the accuracy of speakers than in all other parts of the audio sysly identical speakers can have

peaker festing is some-

aways pick a wide vanely of with games that daliver great sound effects. In addition, we

sounds, which are percussive sounds such as a mano key. The fest system was a

SCD-15 MDI card. The

area was a typical office desk set in the corner of a room-prefly

used vary greatly, ranging from ous rock-in' roil. For name files, We used Wing CommunicER IV,

Typical for most gamers.

ers both a

15Khz and

enviore at the

marquis



#### **Smashing Sound**



Advent AV370 but the 370s don't seem to deliver the kind of sound pressure that the Digmond S2s rumn out. On the other hand, the sound is uncolored, if a list subdued. Transients are crisp, but not perficularly strong. Acoustic music, in particular, sounds clean, but playing Descent 2 on this system digin't rattle the ratters life some of the other units. Overall, it you like clean, uncolored sound and have a small room or office, the 370s are worth a listen. Advent AV370, (s) Price: \$259. (947) 317-3700

### Advent AV570 Powered Partners

ers were the AR570s, and were the

original multimedia spesivers.

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I have a contession. I have coveted
these speakers for years mov.
Before Acoustic Research was
accurred to Advent these speaker.

The 570s come as a pair of tar-light with a 51mh short and 1-min should be with a 51mh short and 1-min should be with a 51mh should and the best The tars throughout motice when you unpack them a that each speaker is odd y heavy. That's because each speaker is a disease with, complete with not-valued power supply and amplifier. Comnoting them is a sound critical so a life of a office—you have to sold the sound cause call the size.



Advent AV570

because each speaker needs its own RCA jack. Each unt also has a separate base, bettin, and volume on the carrior. You adjust the balance by adjusting the volume on the individual speaker. They can be mounted on stands (acid separately) or wall mounts.

These speakers sound very clean, and can generate very high sound pressure leasts. The bass, white good for a two speaker system, looks the visceral punch of a separate bass unit. Transients and voice sound very good. At very

high volumes, you can defect some strain, but overall, these sound very ribe, indeed. Defritely worth a listen, though your wallet might protest.

Advent NV579 Powered Partners. List Price \$399, (847) 317-5700, www.recoton.com Jazz JS-300 Satellite

Speakers and JS-900 Powered Woofer

#### \*\*\*

Egather, these speakers comprise a taky compact, list leatured setup, with require power for smaller home offices. The sound qualify of the JS-300s in really nothing to make home about. Partnersh are somewhat weak and the sound impaging setems sugar, but the coveral effect is reasonably good. The basis response from the JS-900 with the storogest live ever heard, but it's still peetly good may such a compact unit.



Jazz JS-300, JS-900

The tront panel controls on the US-300 are among the most complete of any of the speakers live seen, and include bass, treble, balance, 3D autio, and jacks for

headphones and microphone Setup is straightforward, with no surprises: Overall, if you have a smaller office and budget, but want fairly good sound, Jazz's offerings warrant consideration. Jazz, 18-300 Satellitie

Speakers, JS-900 Powered Woofer, List Prices, JS-300, 5125, JS-900, S110, (618) 336-2689, www.fazzapeakers.com

#### Roland MA-8

Roland has long manufactured portible, powered mentors for musicions. The MA-8s, released some time ago, are quite similar to Roland's monitor line, and are

own elemed to as "abstromition members" on the purchase. The overall impression when living the thinks on and brightness med recognising when the things for compating games. The transfert improvision is obersiting and the improduction of stratight and the improduction of stratight and the improvision is obersiting and improved in the control production of stratights and control production of stratights and control production of stratights are to stratight and strategies and strategies are strategies and strategies and strategies in control that the strategies in control that the strategies in strategies that strategies and strategies are strategies and strategies and strategies and strategies and strategies and strategies are strategies and strategies and strategies and strategies are strategies and strategies and strategies are strategies and strategies are strategies and strategies and strategies are strategies and strategies and strategies are strategies are strategies and strategies are strategies and strategies are strategies and strategies are strategies are strategies and strategies are strategies and strategies are strategies and strategies are strategies are strategies and strategies are strategies and strategies are strategies are strat





#### **Smashing Sound**



#### Roland MA-8

whed up the Sound Blaster
SBM500 powered wooler. The end
estall was pretty damed impressive, proving that mixing and
matching can indeed work.
Seemingly underpowered, the

overall sound quality of the MA-8s is pretty impressive. If you really don't have room for a powered woder, you might want to check these out.

\*\*Release\*\* MA-8. List Proc. \$59.

Roland MA-8. Ltst Price. SS9; (213) 685-5141 x289; www.rolandus.com

#### Platinum Sound SWS1600W

Ptatinum Sound claims to "develop twice the product at half the price" I'm here to report that they

pince "im here to report his may be used a sort hat may be used to physics; you get whet you pay for appears to be guite similar to the original Cambridge Soundworks, looking at—it.

with a couple of position modifications, such is a velorim control on the final of the powered wooler. They are easy to set up, but the first dies as to the said quality of these batters in the supplier view, which house the 2d gauge aluminum—not exactly a spaper view, which house the site mammoth poset brick. The said site first market up site mammoth poset brick. The said site first market proper brick fire seem on merity, through where the wall plug bent part of the brick that!



#### Platinum Sound

The sound quality is fairly good, though the SWS160XW won't win any awards for accuracy. The transer's response some sixty just like streen imaging a quith vague! I tied thought that these spasiars put and a lat of sound, but when you feed in a track with a high bess content, you can hear the

speakers straining on the high end Diversit, these might be worth looking at—the price is right, the

sound quality okay—but there are better alternatives. Platinum Sound SWS1600W. List Price: S90; (602) 470 1334(; www.platinumsound.com

#### Altec Lansing ACS-55

\*\*\* The ACS 55s are unique to this mundun in offenna Dottw Multimedia Surround Sound out of two micro-tower satellities and a powered bass unit. The targish satellites, which look like they came right out of "Star Tiek: The Next Generation," each have a front-torne and sideways fring driver. The front speaker is the main mid-sappeareble unit, while the sideways-facing drivers handle the surround sound chores. The ACS-55 weater is a comment black box that looks vacuely like it was left in the sun a little too long. Setup is easy, and Altec Lansing has definitely emproyed the user interface There's only a single power

the base unit. This sound quality of the ACS 55s is a tittle on the bright side, but they delive pretty pood sound looks. Transfers are crisp and the brushes veces are neal-dist. The toss offner has a clear, mid beas books, but delivers room ratting sound affects on the Dissour 2 inthe. Stere imaging is orbust, but the Surround Sound capabilities.

cord (no brick!) that is attached to



#### Attec Lansley

are less impressive, scunding a litfit muddy, even with Pto Logic encoded lacks. But at \$199, these are a great buy. Altrec Lansing ACS-55. List Price \$130; (800) 649 6663, www.altecomm.com/altec.html

#### JBL Media 2, Media 4 and Media Sub

\*\*\*

JBI has long erelyed a reputation as one of the better manufactures of mannersem home suid and stude monitors have they've turned their attended to motime dis spiniors, and the experience shows (Tooled and the Modia 2 and Midna 4 satisfies previous and the Modia 5th powered basis unit. Although you can buy the poets apparable, Modia 2 and Midna 4 are both available burnel.

died with the Media Sub.

The Media 2 is a small rectancular unit with two small drivers. INTRODUCING THE STEATH 3D 2000 PRO. When it cames to utilize hat 20, unanth MES video physics, and complete. And competiting, loading Mallinedis. Shall 30 excelerators deliver it all. But it's our new Steath 30 axoo Pro titler really takes 30 and 30 performance to another lond. Simply stafed, the Steath 30 axoo Pro titler really takes 30 and 30 performance to another lond. Simply stafed, the Steath 30 axoo Pro titler really takes 30 and 30 performance to another lond. Simply stafed, the Steath 30 axoo Pro titler really complete, No. Re each of our Steath 30 stafflows, it comes bundled with the business software and games. So vide to at www.diamondmm.com/teath/yd for all the facts. Because speed like this is no halluclharton.



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#### JBL Media 2 and Sub

The langed stand allows you to vary the various langle of the drivers a bit. Statu in all cases is piritly straighthmank! Integul each requires its own power connection. The overall sound of the Media 2 is very clean, though here's stined no mish or low-base certeid. Stene majoring is exceptional, as is turnered meaning.

The Media 4 ups the anta with a 5 inch woster and 1 inch dome tweeter in a more traditional box shape. Like the Media 2, steroo imaging is very good Bocuses of the 5-inch bass driver, there's more bass content, making the into to Discourt 2 safetying's haut and fururen.

loud and thumping.

Throwing the Media Sub into the works really demonstrates the value of separating the bass unit. Without the Media Sub, it is easy to clarify up the volume to the point of distortion. But with the Media Sub added, high volumes sound much less strained.

#### Cambridge Soundworks Microworks

\$149, (516) 496-3400

www.ibl.com

#### licroworks

The original Soundworks burst onto the scene a couple of years ago, delivering reasonates owind quality, but lacking the "compile" lactor when compared to some of the competition, Cambridge's answer to the original state of the state of the state of the original state or the original state of the state of the original state original state or the original



Cambridge Soundworks

powered wooler. The wood case houses a 6-1/2" long throw wooler—thirdly, a real bess driver! The satellites are very similar to the original Soundworks: They consist of ministure cubes, each

Contacts take a minimalist approach, with just a power, with just a power switch and bess and volume controls. The volume control can be easily attached to your monitor with the suggled adhesive beside vietor. The entire procedures are earm second et setting up a small bone stereo system, which is a comparison not too much off the mark.

roughly four inches square

The sound quality is nothing short of stunning. To my ear, the Microeconis is probably the most occurate set of moltimedia speakers in the headt. They are smooth, transparent, and tack any kind of such occordition. The transarents are sharp, the works befored, and the bees is safestyingly solid. You can erank up the volume, even on dimanafire passages.

These are really great-counting units, but all \$349 bit his set, they are the second most expensive specifies in the roundup. However, I wouldn't mind theying them great my office. Cambridge Soundworks. Microworks. Led Price \$349, 6317 322 5930, www.hfl.com

and there is absolutely no sign of

strain on the speakers.

#### Diamond Sound S2 Powered Speakers

#### \*\*\*\*

Diamond Sound (no setzion to Diamond Multimedis), sent us one of their first of the S2 line of multimedia speakers. If the Cambridge Microworks is a computer speaker designed by audiophiles, the Diamond Sound S2s must have been designed by a



Diamond Sound

The S2s are a grek's dream, complete with a central unit that can be mounted in an empty draw bay. The cable from the control lock even looks the a 9-pin serial cable. If you don't install the control box in your computer,

satup is pretty easy.

But, at a cool \$450 smackers,
these are also for rich geeks.

However, the \$450 is a good
investment, given the overall audio



MONSTER SOUND. Listen up. If you're not operiencing blancond Maltimedia's contageous Monster Sound 3DPO cound out, you're really missing something. Monster Sound provides true Chaulity D-positional audie-with to p to a friendment audie streamand support for Minrosoft's Directional and Directional of APIA. It also comes builded with a sulted a divanced audio applications. Monster Sound will do for your easy what Monster 3D did bet your PC graphics. So visit us on the With at www.damondim.com/monsteround for all the facts and the location of your master Damond retails: Because hearing is believing.





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#### **Smashing Sound**

quality. The S2s aren't quite as accurate as the Microvicels, but sound very good indeed, and the massive bass unto Microvicel sported by Microvicel. The small, but may scalled emits defer crisp sounding transients and recision values. The hom solo in one of my lest traits counted particular my lest traits counted particular.

ly good on this system.
If we ignore price for the
moment, the differences between
the SS and the Microwords
become a matter of state Great
the rules of gone suite, most
toke might prefer the somewhat
boomies SS (Decema 2 certainly
sounds gloritus on these speakers). It is a difficult direct, regly If I
had the choose between these two
erest sodems, though III had to

icen toward the Microveris, but, then again, my tostics tend to be hardwised that say. You should give these speak ers a tistent tyou can, but be prepared to porty up. Diamond S2 Pewared Speakers. List Price: \$450, (310) 532-1721; www.diamond.

audia.com

It's clear from this list of speakers that PG unite his come a long way. Often allformaces in taste and brighten, or straints, most of the speakers here might find a hemo is someone's office. By recommondation, those, the strike the Cambridge Microwerks or the Diament Scund SC anaders. It were wellst can hardle

Coda

check out After Lensing's ACS-55s, which are a great value for the delier.

If all yee need to do to add a powered bess enil, the Seend Blaster SWB500 would be a good cholor, though the Jazz J8000 cooled work well in a smaller office. On the other hand, if spending several handred defens on sneedwars is a real strain, then the



#### Aural Alternatives

Whitee you mid companie requires you shift gift the impression after the couption gost metting powerful ground group profess with best musticant the useful months group and to the same profess with useful months for many possible for the ground good and outer as all of sounding power flow for the persist groups, and of ground power flow for the persist groups, and the same powerful ground groups and the same powerful ground groups and the same powerful groups and the same pow

through a set of Cambridge Ensemble III home speakers

This entire setup cost me less than \$500, and gives much more flexibility than most powered speakers. If you consider

that some multimed a speakers now cost in excess of \$500

this is not a bad alternative.

pick involy in an extent, he such that inguing in other harmon the suite. When pickging does, but his section of this, then puriffer, the mat harmonism is suitable to the production of the suitable to the suitable does wounded, but it show and september of the production of the suitable to the suitable to the control of the suitable to the suitable to the suitable to suitable the suitable to the suitable to the suitable to control the suitable to the suitable to the suitable to control the suitable to the suitable to the suitable to control the suitable to the suitable to the suitable to control the suitable to the suitable to the suitable to control the suitable to the suitable to the suitable to control the suitable to the suitable to the suitable to the suitable control the suitable to the suitable to the suitable to the suitable to control the suitable to the suitable to the suitable to the suitable to control the suitable to the suitable to the suitable to the suitable to suitable to the suitable to the suitable to the suitable to the suitable to suitable to the suitable to the suitable to the suitable to the suitable to suitable to the suitable to suitable to the suit

Even the best sound cards often send out a "soile" when they're first



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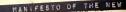
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#### 3D REALITY

And wovement is brewing architecture begins the awesome struggle against conventional 3D; and gashes the technobourges the gamer masses. These many the property of the proper

believe that their 3D performance is good enough.

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Now is the time to question reality. The age of conventional 3D graphics is coming to a close. Withering, decaying and exhausting itself. an incredible technology has

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# SpaceOrb 360: The Best, Most Gripping Way To Quake!"

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  - "...the movement is so smooth, precise and intuitive. The SpaceOrb 360 is the best game controller around for Descent and Ouake." ZOOMMAN
  - " ...my new SpaceOro is incredibly SWEET.
    It blows my Wingman Extreme out of the
  - "...it's amazing how easy it is to dance around my opponents effortlessly, while sending loads of buckshots their way," - RICH ARMSTRONG
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- "...great stuff. It makes Circle Strafing a breeze."
  - NEXT GENERATION MAGAZINE

    "\_the SpaceOrb 360 is an incredibly intuitive controller \_the ONLY controller for 3D games." MAYT PHEARS.
  - "...the motion is so fluid and real, I almost puked the first time I used it."

    - ALAN HUNTER
    - "...the most amazing control device
    - of any kind."

      SIANTZ

- SJANTZ



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### he Most Respected Reviews REVIEWS

#### **CG** Choice Games This Month







because the game continues to be a

ton-seiler desorte having illonical ouz-

zles, no characters to interact with, and

an emphasis on prefly, empty graphics

#### READER OUOTES

MYST

"In a letter in the reviews section last issue (April '97), a reader asked why you bash Myst so much. Although his sarcastic remark about why you might hate them (sleeping with spouses) may have been inappropriate, your curt, rude answer I found to be equally offereive. Myst may not be my favorite game, but I admire the artwork and beauty of it, and eriov elavine if from time to time. I do not care if you absolutely hate this game. What I would the (as well as many others I believe) is a straight-forward explanation as to why you dislike it so, and why you feel you have to put it down on such a regular basis. Thank you."

-Timothy Kirkland, via the Net Drat, you've cornered us. The truth is. Blee any stunid prejudice, we've

#### COASTER OF THE MONTH



hated Mysy for so long now we don't remember why we hate it so much. Part of it has to do with the game's unbelowable popularity despite the fact that most people just bought it to show off their computers. Although the 3Drendered graphics were gorgeous and incredibly sophisticated for 1993, panning and motion were painstakingly slow. But the main magon we hosh it is

rather than game design. To make matters worse, the designers sleet with our spouses. (Just kidding.) But for those who think we're just a bunch of yahoos, we did nominate Mrst for Premier Adventure Game of the Year

in issue #119. So out that in your observatory and sit on it.

#### Review Quote Of the Month

"The design team was able to simulate perfectly the effect of putting a moron in a giant robot."-Greg Fortune, reviewing G-Nome

#### HOW DO WE RATE?

Average:

only review finished products, not pre-release versions. The ratings are as follows:

The rare game that gots it all

right. The graph ics sound and gameplay come loosher to lorm a Transcendent Gaming Experience Our strongest uvino recommendation.

Very Good: A high-quality game that sucgeeds in many arees It may have minor problems, but is still worth your money, especially if vou're interested in the subject matter or cenns

A mixed beg it can be a game that neaches for the stars but falls short in say eral ways. It can also be a game that does what it does well, but lacks

ous problems. Usually budge. just a poorly-conceived game design-you should think long and flair or oxionally. hard before broving it.

A came with seri seriously lacking in play value, or

that pats it all wood This is preserved for those ereducts on buggy, ill-conceived, or valudess that you won der why they were ever salegged in the first place

Alrysmak

The rare game





### Forking Awful

#### Think FMV Sucks? A FORK IN THE TALE WILL CONFIRM YOUR Opinion

by Charles Ardai

emember the Bil Marray movie Groundhor Dnº Thet's the one in which he wakes up one morning to discover that he is trapped in a time loop.

forced to relive the events of a single day over and over again Even at their best, the events of the day take on a helith cost because of the inescapable, numbing strettion.

This is what playing AnyRiver's A FORE IN THE TALK is like. At its best, its reasonably funny, at its worst, the cornedy is abound. But since the sumerlay toxology extra through the same FMV scenes over and over and over even the best cornedy in the world couldn't stave off a correion sense that you have been damned to some sort of Searthean personer

Speaking of a bellish cost, your charactor in this arim little adventure is played for rather, vaiced, since you never see yourself onsesseen) by Rob Schneider, the occasionally funny, but more often annoving, stand-up comic who recieted to what fame he now has doing the "copy guy" sketch on "Seturday Night Live." Being tupped in

a time loop is bad enough. Being Mitimum Syslem Requirements: P90. trapped in a time loop with Rob AMB BAM, 1MB video Schneider is punishment indeed. card. 35MR band draw sazos, Windows 95. 24 CD-ROM, mouse:

Mulliplayer Support: Oesigners: Advance Publisher: AnyRiver San Francisco, CA (415) 372-2772

Win 95-compatible

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sound card

PLEASE, KILL ME If only you could de in A fork In The True, the misnry would end sooner.



WILL OVERACT FOR FOOD Two more Hollywood rejects, forced to

press for the arrangement of disperate pamers. DUNGEDNS, SAND, DRAGGIN' As the story opens, you are shot and

hospitalized Delivious you suckey on a strance bench with mon on berschaek chasing you. If you successfully avade them, you are led through a forest by a beautiful woman who inside that you are to an alternate universe where a penericalby evil nifer has set about effecting some penerically refusion scheme. Eventually you are captured and have to hard around a could and its democras for the secrets underlying your old predicament

The trouble is the usual one with FMV sames. You don't really set to move your character around or decide what he does. Instead, you watch seenes play out and, at certain key junctures, decide which fork the tale should take. Turn left or turn right? Open the door or peep through the keybok? Respond to a question with a

wiscenck or a sincere remark? leans representing these choices appear superimposed on the video; which scene plays next depends on which icon you select for which one the computer chooses, if you don't move oriekly enough).

If you choose the wrong fork you don't die, but instead find yourwill beek at the start of the sequence and are forced to replay it But after facing down the horsemen on the beach about fifty times

scleeting left, then right. then right, then being backed back to the berinnine because I was supposed to make a different choice), I realized that I'd. have preferred death.

THE BEACH? PLEASE GDD. NOT AGAIN!

The comedy is sprin-

ded throughout the game, with Schneider

making such comments on everything he sees, in the manner of Mostery Science Theater 3000 One-liners are moderaly selected. and mostly thrown away You bear the tokes out of a corner of your ear, but you

don't get to entry them because you're meing through action sequences, concentrature on the troops-based interface, and trying desperately not to set thrown back onto the darun beach. But thrown back you will be, and back, and back once more, until finally

the only fork you want to take is a bar old harbeeue two-time and the tail you want it in belongs to the game's designer. The jokes seen't mod enough nor the story interesting enough to hold your interest even through the first rendition of each seem: When asked to sit through a dozen replayings of every scene, my only answer is, "Fork off," %

PAPPEAL: People who feel that Bob Schneider was the best thing in Judge Bredd, masschists. PROS: The sets, costumes, and acting, though generic, are serviceable.

noed and pr scripted; the day is





## If you play only one <u>real</u> RPG this year, it will have to be...





"Fallout has everything necessary to be the best roleplaying game of all time"

— Next Generation







Coming Soon for Win 95/DOS and Ma



# Mediocre Marsupial

This Karmic Cartoon Comedy Is Sometimes More Annoving Than Adventurous

By Dawn Jepsen

hile seeking a core for a tereble storeach ache. Koala Lemous a mostical manuroid and cartoon guru in terring, accidenfully triggers a chain maction of

coemic proportions. In order to prevent the new intentnext comedy specify use, the cartoon universels supreme being. Ella Mental. tosks Kosto with finding the pieces of the Lost Scroll of Cartoon Prophesies. Keels conjunes you up as his spirit. guide, Fly Before emberlang into lands unknown, Koula tooks up his oldest friend and adventure loving dog, Dr. Dingo lis-For To-For is a gun-loting, fast-talking sci-

entirt and inventor with the social graces of well a doe Poor Divers is really the buckhope of the adventure, and be enderes being blown up, psychogradized. and suffed in all of the usual doe. places ... often while Kooks uts comfortably on his glorified flying carpet spouting



Prior: \$44.95 Minimum System Requirements: 458/56, Windows 3.1 or SMB RAM, 4MB disk space, 2X CD-ROM, SVGA graphics; Windows-compatition

sound card. Multiplayer Supports Designers Colossel Pictures

Publisher: Broderbund Novato, CA (415) 382-4700 www.benderbund.com Reader Service #: 318

#### LAB ANIMALS

You as Fly determine where the extra travels. Travel is non-lateur, with three different worlds to explore, in the Land of Lost Things, the top savigates through a mase of pipes roled by the vesting ventril-

nountly demone Woody Knot. In the Eye in the Sky sequence, Koula and Dings become the newest playmates for the world's smartest eid. Armic Body Aurie subjects the doo to playing diese-up and attending a tea party from Hell. After you ledo them escape, your





rather mediace came Sound effects and character svices are also well done. SAY WHAT?

While the content of the eame is certainly original. the brame storying ign't engaging or interconnected enough to make me want to get through the most frustration puzzles

and shading the mann char-

acters and bockground

screens with a look that gives them a real sense of

depth. The end result is a nebly testured, unique look

that residence the rest of this

The dialogue often comes across as more amorating than amorne, and the surperfus is sometimes more trouble-

some than adventurous However, there's plenty of challenge and some levely art here - if you can stornach the moments that try to be much furmer than they really are. S



WORD TO THE WISE While the humor seems strained the puzzles, such as this word association challenge. are girely done and well interrated with the storying

of this psycholic remocr mera by solving some rather challengme visual possies. and using good reflexes to avoid being In the Stream of Consciousness. Dineo faces his prostest fear - his eventfriend Tuff Lav. Fly belos Dinso decode

Toffs embinered aweholyable in this boot carro for commitment-phobes In an impossitive lift of design, Fly acts as your mouse pointer -- an easy and effective way to control the game. Koola and Dingo follow Fly's every move (after all, by is their estat coude. You will nevel

to solve puzzles, play word association, fearn a new lenguage, and -- unfortunateh-ect lost in a mase or two If you est stuck. Broderband offers Irans, and even a full wall-through, on its Web negr Craditically, KOMA LINEUR is beautiful. The artists did a great job of animating









# **Quake, Rattle,** and Roll

These Quake Add-on Packs Will Keep You Knee-Deep in Gibs by Robert Coffey



from of a slaw of Ottwar add mer that can expire the contact of Elvis in his prime sels another gay living in his ments' be semant that's only stered the Kingle cholesterol letion Lati sort out the pro-

OUNCE, burns In ARMACON are more varred and hunder to dodge. Lots of blind corners and savage ambush zones round out the lethal nature of the levels

LEAVING YOUR MARK Unite QUAS, bollets leave their mark

on the walls in ARMOON, but if you're compine lead noto the walls and not the



IMER OF THE GODS New weapons file the lightning-splitting Mjointr help you lay aste to Armagon's deadly army.

### Scourge of Armagon

Licens Quivz's nester extleren-

ions are back, led by the menage Armagon, and its \*\*\* up to you to stop them and save Earth.

Olay, nothing groundbroking in the plot department, but Hippotic leteractive's selectance to totally overhand a great game is to be commended Instead, a little tweaking and treferring has produced an even more terrifying experience that's certain to eladden the cold heart of any frag-moister.

SCOURCE OF ARMAGON ups the anteon just about every aspect of QUAR. particularly with its outstanding level design. Many my bases and packed with menace, action takes place in a variety of environments, from outliery installations to twisting estacombs. The levels themselves are as hazardous to your bealth as any shambler -- boulders crush you in the mines, walls blow out to kill you, and floors collapse, dumping you

SWGA graphics, 2x CD-ROM erro, registered person of Cusse, mouse and Joystick, Sound Blaster-compatible sound card Muttiplayer Support: LAN, Internet (1-16 players) Designer: Higgstic Publisher: id Software

1-800-DGAMES

www.ideathware.com

Reader Service #: 320

Price: \$26.95

Minimum System Requirements: MS-DOS

5.0 or Windows 95

math opprocessor).

disk space, VGA and

Pentium 75 (must have

16MB RAM, 40MB hard

wall incented nailguns that dominate

into simmering lava pools. Unlike the





GANG'S ALL HERE Scounce of Armiton is so packed with monsters some areas look more like convention denters then rooms

approptions, you'll spend a lot of time restorweapon-thicking grenifing and saved parties. These are tors of monsteps in ARMACKIN, and they're going to fall you. At normal difficults; most levels are Miolriz, a delicionsly lethol, lightningstocked with about eighty to a breaked of the critiers and just for good measure. include a Hom of Conjuming that sum-

they like to come in pecks Grab that key and whoosh, five series Most archeoloss out off all escare potes, and norms beauting a pleasant mix of sheroblers. voies, news, and exants axen't uncontanon.

Two new monsters add to the chaos centooks gight scornous with twin naffectis instead of claws and a tough All that dodges your attacks, as well as noving bands of

New weapons include a fast, high-

powered laser carnon and Thors

spending wor hammer. Power-ups

mons a random monster to fight by your side and Empathy Shields that make attackers truly feel your pain.

ANAGON amount GLOURE hat unfortenately it occusionally crashes in Windows 95 fit mass free as DOSI 16 threek any other drawback to Assistance. it's that some may simply find it too difficult But if you le un to the challenge. ARMICON is a sinuse good time.

PARPEAL: Dure veterars Indian for frantic, challenging maybem. PROS: Top notch level design with ensironments that muside nert of the action; Inventive new weapons, power-ups, and monsters; tons of great, bruising

bility in Window 95; some may find it too pun shing to be fun

### Shrak for Quake ffring itself as conversion of

QUARF." STILLLE IS IOSE on add on thou it is a whole new come. Stocked with entirely new rounters. weapons, and special items. SHRW wan empsuble take on idensisterpiece, pro-

Price: \$19.95

Minimum System

irements: MS-DOS

5.0 or Windows 95.

Pertium 75 imust have

RAM, 40MB hard disk

space, VGA and SVSA

praphics, 2x CD-PQM

natible sound card

Mullislaver Support:

Modern (1-2 players).

LAN, Internet

Awsest

(1-16 players)

Columbus, OH

www.shrak.com

Publisher: Quantum

Fex (614) 228-5284

Reader Service #: 321

drive, registered version

of Dunys, mouse and ray-

stick: Sound Blaster-com-

math coprocessor), 16MB

viding its own brand of carefree, aprefilled bloodletting About the only things remaining from CUAKE are the name engine and the double berreled shotgan. Note new monsters stock SERAG 19 levels. They may not be the most fearsome looking bunch, but the fireball-acting woms, grenade-horling spiders, electric eveballs, and one totally lethal besturd called Ruckins Riot provide plenty of challenge to newbles and experts able. Fortunately SHRAG amenal is more than up to the task of dealing with these threats. The default weapon, a laser ristel, is slow and fairly meffective: numers Designer: Quantum

HESE MONSTER FATER The fresh frend converter not only turns constants to your side, but renders them an investment like as well. balloons that burst like pinetes. A utfity helt also comes stocked with flores. explosive plantique, and grappling books (which are actually a necessity for comolefine some levelo Serusió mans are pretty well-designed, PROS: Fun new weapors and if a little scattne, with a stronger emphasis on elations sumping then shooting. The biogest kopeks against the level design are that there are too meny monsters ladden

of fun a sayathcantly less gram than other addons Chineses muse play in the background while you want for a solway car. monsters pro-

Seguciridea

prospecty show damage before dyne, and multiplayer chorces include a twoteam eame of Capture the

Flag and an option for squaring off in terms of grenade-spiders and lightning-VOCATINE MODERNORS APPEAL: Gamers fooking for a fresh perspective on Quar.

items; tough new monsters; nifty multiplayer COMS: Livel design could be per; some

in well-concealed areas and that the levlauncher Two new weapons exemplify the same's helithearted take on Ottakin a els are frequently too clark. On the plus will see too little fac-to-friend converter that turns monside, SHAW does support GL QUAN, all action, too much sters into allies, and an inflator diartgen the better to say those moustons with igency amothe that presps brancaucids up into bobbing when they do come out



are better off with the uzo or rocket



COMBINES THE MENTAL CHALLENGE OF

OUTWITTING YOUR

орропент with the

PHYSICAL CHALLENGE

OF SLITTING HIS

THROAT EAR to EAR.





















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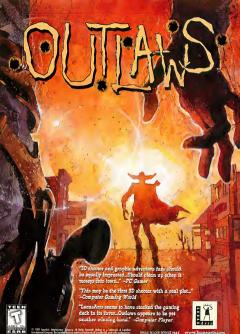
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## Dissolution of Eternity: Mission Pack #2

f you plan to pick un only one OUNE add-on. DISSOLUTION OF EUROPEE IS

\*\*\*\*

the one you should get. With brussing, norestop action; sprawling levels that are lovingly designed, and a number of geneples-enhancing additions, DOE is a space marine's dream.

Like ABMACCON DOFFs levels into chockfull of menacing creatures, with some many hospitre as many as B3 moustons However, DOF, for the most nert, doesn't horeband you with have numbers of monsters, opting instead for a relentless, battering assoult that will keen you seekne In addition to Ottucia used bestery, you'll blast armusted statues electric eels, muscle-bound guardians and a teleportine, multi-

assed flying horror called an overlord. Fortunately, you're well-outipped to deal with these monstroaties, instead of introducing entirely new weapons, DOE has imtend modified more of them

fre multiple bombs, very useful when facing a cluster of moraters. The thunderboit can now shoot studing plasms halls while narlgams can blast devostating law neals that his angely into walls. All weapon modifications can be easily togpled on with an additional tap of each weapon's leyboard number. The new powerups come up a little short in com-



PUFF THE DEADLY DRAGON Make it to the final level and this tire-belching dragon will fall you-if the hace laws pools don't.

parison, and are firmited to an anti-gravety belt that makes high jumping easier and a power shadd that reduces damage

LEVELS TO DIE FOR The map design in DOE is outstanding, sporting a degree of graphic detail not present in the original game Rooms lined with books, brooding temples, and an Revotors level that has to be seen to be believed create a beautiful, albeit erim.

gaming world. As nice as this eye candy is, the intricate layout of the signific levels is the real bigh point. Chillenenth complex without being Bysantine.

DOE's levels make the sameworld as much of a threat as the monsters You'll have to deal with blacked pendulums, bonegrinding bozzaws, wind tunnels, and other trans as you

szerch for keys and dinentes **Reticularly** impressive are the

carthouske effects that rock everything on the screen-strong

becomes more difficult and soutine human are transformed into desperate. true kees of fight Live long enough and you'll face the end hoss, a sermingly involvenable dragon that polyentes you from the air or you try not to fall into the pools of lava carving up the floor Multiplayer options include Tag, Capture the Flag, and standard DeethMatch, Capton the Flat con beplayed with up to three teams with a further notion for appreinc, unde flacplay. Death Match olevers will be happy to learn that DOE features random. nowerup respons, which eliminates opportunities for those annowing,

cheap-frazzeng "compers." With a great soundtrack and support for CL QUAR, DOE simply can't be beat It's hard, it's brutal, it's fiercely unforgiving-it's the kind of violent nightmare you're going to love.

PAPPEAL: Any Quar tan worth his weight in shotgun shelts. PROS: Wonderfully designed incredibly detailed levels; ferritte new monsters; lethal new weapon medifications

ezene environneed as messoing as monsters CONS: Play say he too hard or some players.

Price: 526 RS Minimum System iremtets: MS-00S 5.0 or Windows 95 math coprocessor), 16MB RAM, 40MS hard disk space, VSA and SVGA graphics, 2x CD-ROM drive, registered version of Quice, mouse and joystick, Sound Blaster-compathle sound card Multiplayer Support:

LAN, Internet (1-16 players). Designer: Regre Entertainment Publisher: Id Software Crawfordsville, IN 1-800-idgames seww.idsoftwere.com Resder Service A: 322



ONE MILLION WAYS TO DIE Crushing walls, swirting buzzw blades, and these bladed pendulums are among the deadly hazards you'll face in DOE



## It leaves Paris with passengers, It



It's 1914. The world is on the brink of war, and this train could push it over the edge. It's up to you to untangle a complex web of political intrigue, suspense, romance and betrayal

## REACHES CONSTANTINOPLE WITH SURVIVORS,



**₩**Broderbund Bon voyage. www.lastexpress.com



Price: \$10.00 Minimum System

Requirements: MS-00S 5 0 or Windows 95. Pertium 75 (must have math oppropessor), 16MB RAM. 40MB hard disk seace. VGA and SVSA graphics. 2x CD-ROM drive. OUNE, mouse and joystick Sound Stastercompatible sound card.

Multiplayer Support: Modem (1-2 players), LAN, Internet (1-16 players). Designer: Witsard Works Publisher: Wizord Works (612) 559-5301 www.wtzworks.com

## Ozone for Ouake

ne look at OVONES: boxandyou know you're

ble — the system requirements claim the game will run on a 486DX/100. But considering that QUAE won't even run on anything less than a Pentium, this deception betrays a pensistent lack of



H IN A BARREL The horrendous level design and the tendency for manufers to keep they backs terned to you ruin gamestay

attention to details, exposing Octove as nothing more than a maked attempt to cash in on the popularity of QUIVE. Ozone is a wonderful example of at brance of T centre a of ob of you tarlw distorted and time Clipping problems. such as seng talk that stick through walls and the ability to shoot moresters through walls, abound. Huge frame

rate drops occur with horrific frequen-

cy, accompanied by RAM warnings,

evenona PISO with 325/IR of RAM

anotourishly dame. monsters, bushfielded by a eroon, anni-wayane. shricking thing lost as ridiculous is Ozontis lone new weapon, the "shoer" that shoots icv shunkens. It looks ugh: the game always calls it a "nufero," and the weak "ping ping oing" sound it makes when fired sounds like some-

one flinging quarters

Level design is the absolute pits Ment of the 35 levels have less than twenty munisters, no secrets, and are inour affairs that don't take advantage of Otrazá 3D engine Tioo many levels are just hig morns where monsters stand around at a distance, ignoring you so you can have a thiffing exercise in suiping Excessive stocks of weaponry tob the game of challenge. Now textures do little to enhance play and with the DeuthAlatch levels suck too.

About all Ozerse understands about Ouwa is that its name on the box will belo sales. Camers know better and would do well to sould Ozone %

PAPPEAL: Collectors of anothing with the name Quaz on it. PROS: None

CONS: Levels with little to no -doust systems able new meeaters: priettess neu wespas; a host of niggling





VA DOUBLE MUST-HAVE Assent who place computer games WANT WANT THIS AMEAZING CHAIR!" Mars Spiwak PORTLAR DI ECTRONICS "T could actually FEEL the punch of Ed INFo, ELECTRONIC GAMES

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most major online services, we've added

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# **Gentlemen, Start Your Engines**

Sega's Arcade Port, SEGA RALLY, Delivers a Short, but Sweet, Performance

#### by Mark Clarkson

DOA RALLY, Segals second racting port from the arcades, shrives to give you that areade feeling-from the pounding soundtrack to the dirtkicking off-road tracks Time ally moments each as the hydrones. learner dineer croaning "Pitipith" come alone for the ride: but, most importantly, you

set the pure and fast action of its arcade coustr, complete with turns, burnes, and power shikes. YOUR CHARIOT AWAITS You can choose between two cars: The Toyota Celten and the Lancia Delta. The Delta felt a little easier to con-

ted but recented to be a ted slower than the Celica Sega allows you to tone a car to your preferences by adjusting hancling, tires, and suspension Unblue Divertoro, USA, cars

take no damage. Plus, there are only two views, first person looking forward and an octude view from above and behind

You can't look to the side or backwards. In first-person perspective, the scenery fills the sessen, submetring you as the same world. You really set the feeling that you're careening through town at 130 mph. Those who get motion sick playing DOOM and QUAKE might want to steer clear of this game. There are there courses desert forest. and mountain. The desert with its irrors



Sogs Rally is pretty faithful to the avoide experience, with fast racing action and real-world physics such different surface fection when driving on det, gravel, cross. Here, it's smooth saling on this drt track.



IES A SECRET Initially, you'll only be able to hoose between two cars. However if you best the game, you'll be granted this theid bonus can the faster and fanger Langia Stratos

> and powel and that surfaces, is the most fun. If you actually win the rolly (good kickfi you can race at the boras lakeside course. The rully racing is fast and fun, but SECA RALIX's neatest feature is the ghost car. As you run practice laps, the computer saves your car's position. The next time you practice on that track, you'll usee against a chost of your car's pervious non-Best your old time and this new best non

becomes the ghost. If the meing head-to-head against yourself

#### FUN BUT FLAWED

Signa Rusymbas head-to-bend arross a LAN, TCP/IP modern, or serial connection, but each player needs his or her own core of the nrogram The game also goes head-tohead on a strete PC via solt-screen.

SECO BALLY has some fairly nasty checise, polygon edges and slivers of background color are constantly showing through the foreground peoplies. Luckib; the action happens so fast when you're racing that its appowing but not actively distracting in reply mode, however, the flows are downright comical, leaving trees and people floating in mid-air.

The controls are set up for a gameped or keyboard. Forget about sobtle steering corrections or giving. it half throttle-it's all or nothing. But SECA RALLY's biggest prob-Icen is that Wk over too darneed. quickly, and there's not much replay value After four courses you're done. Game over. The whole thing tokes less than the mirrotes. That may be fine in an arcade, but it just doesn't cut it on the PC %

PAPPEAL: Fars of arcade racing garres looking for a quickie. PROS: Fast and fun. Ghest car is

a feature I'd like to see in all my racing games. part for ana lea controls, foo



Price: 539 95 Minimum System Requirements: P75 (P133) recommended). 16MB RAM, 20MB hard cove space, 2x CD-ROM drive, 256 SVGA graphics, Windows 95, Sound Blaster-composible

sound card

Multiplayer Support Hotseat (1-2 players): Modern, Serval link, LAN, Internet (1-2 players. 1 CO per player Designer: AM3 Pehtisher: Sega (888) SEGASALES WWW.SOCIA.COM Reader Service #: 324





(416) 322-7350

www.readyaaft.com

Reader Service #:325

# **Tedious Survival**

n most cases, malbon is a welcome addition to samenlay, even in action games, as it immenes you further in the experience whether you're flying over Korea or

spending a night at an inn in Discountill. But there are times when too much realism can get in the way of gamenlay Such is the case with Disus.

#### IT'S FRIDAY AGAIN...

Dexis is the sequel to the 1994 sums ROBENSON'S RECUERAL As in that title, you are dropped into a foreign world and forced to play a same of Prina: \$59.96 survival. In Dexes, though, you have an ments: 4850X2/66 SMB RAM, DOS 6 x or Win 95. added purpose: to bent down a reposade Multiplayer Support: None. emun called the New Crusaders Publisher: ReadySoft On the plus side. DEEN has mee-looking outdoor terrain and SVCA graphics, as

well as large mean to explore and a decent

enemy Al (some enemies will re-orient



ANTENS THE HUNTED Drus is a mixed beg hat ultimately nots boosed down by excessive realism. Most of the game is focused on hunting our people (i/e this New Crusaders mnecado)

themselves for a better shot and din sway from you). The game's major fault, though, is its realism, especially in how the name models your body condition. Everything is micromanaged, from your body temperatore to the hours of sleep you get The mermed lists no less than 22 was to die. including hyperolegoia, hypothermia, and



all character simulation functions), but then it gets pretty drill.

#### OVERDOSE OF REALITY

Ditts' excessive realism comes at a price to gameplay. It reaches the point whose getting a cut could mean contracting teturns If I wanted that much nsality Lymplein) he obvine a commuter game &

PROS: Decent enemy Al: nice graphics; large



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CIRCLE READER SERVICE #228





# THE Pig!









Gin-u-wine redneck dialogue and humor (4) levels of 3D SVGA graphics featuring

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10 brutal weapons including crowbars, dynamite, double-barrel shotguns, ripsaws, and an alien arm gun (yank the tendon to fire!)

Gas up with pork rinds, whiskey, and beer a-plenty (8 player multi-player, death-match action

and modern play

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### (A first-person sci-fi adventure designed exclusively for MMX.

One small step for the muon, one giest shock for muskind The Lover Feet State has decired independence from the Earth, Fee a bunkeon Lorns Militianum, like you the mones stantagic content against the indiper uplied of the Markeon is execution encourages and space stations. Gi-fare intensity, bein computing. All-content enforcements: Visabila lavel growty, Radical multiplays technology, Bathal Moon Egin, is a varyation in your stants and the work.



- Caller and Resolution o



alk directly to fellow rebal



liltrate. Assassinate. De



Copture-ths-Hing or be fragge



















MMX

# **Super Groovalistic!**

Get Down Toniaht With INTERSTATE '76. Activision's Kick-ass Auto-combat Game

#### by Jeff Green

70s were cool probably wan't there at the firme. Being old, I can testify that really, the kids today are a lot better off. For example Ceern Day or Peter Francoton? The X-Flice or Battlestar Calactico In-line skatmg...or roller boogie? I rest my ease. But while the 70s themselves musnot have been each. 70s revisionism is naveool. The Brady Buriet Mexic is much furnier than the TV show was. Likewise, INTERSPORT '76, Activision's 70s-em automobile-combat simulation.

nyone who says that the

Production) is a 17-mission advenhore set in 1976. when the cyll of-Jorn Antonio Midochio has assembled a aroun of "acto mercenates" in the American Southwest with plans to destroy the largest of reserve in the U.S. Oppowing Malochiowa

have two minutes to hightall it over this windy, mountain Mod Sound bloc spack or Skiteter is a opner moun of auto visilantes who have taken to the road to souped-up, weapon-liden masele cars You play the role of Groove Champion, an auto racer who joins forces with the

LIFE IN THE FAST LANE



pane. It's deep, etailenging, and monstrougly entertaining - and one of the "This is one of the best games released so far this year, Only a lousy save-game feature knocked it back a half star."

it affectionately parodics. But

is far better than the bad TV cop shows

INTERSTATE '76 is not just a one-joke

best comes released so far this year Were it not for one electine problem, this would be a five-star exerci-

WE ARE THE CHAMPIONS INTERSTATE 76 was desarred by

Activision's MECHWARROW 2 teams and the pedigree shows. The designers have repedite guts out of the MECH engine. given it a major graphics overhaul, and used it to fashion a rich single- and multiplayer game that should appeal to both action and simulation forwalds: The strefe-user panie, or "TRIP

vigilantes after learning (in the outstanding postung out-seems) that Malpelin commed down his other - another memher of the team — in eold blood

As in MECHWARROUZ, INDER-STATE 76's missions are varied, challensing, and long. After learning to control your vehicle under the tutelasse of the super-suave, poetry-reeiting Turus, you'll face a series of inexeasingly difficult tasks - such as escort missions, a night-time search-anddestroy raid and straight-up mad races - that will challenge both your

driving and combat skills.

INTERSTATE 76's automobile players, while not up to NASCAR's standards, are far more sophisticated than in your standard areade bang-ups. As you maneuver through the open Southwestern landscape, the changing terrain will senously affect your control, as will your speed the careful on those windy mountaintop mads). The game's 3D environment is filled with real objects - coeti, oxesta. tions abandoned buildings even erosstraffic - that take and cause damage should was callide with them. The rue feels americally realistic throughout. The sensation, and even the sound, of hobbitus alone on a blown tire or sometime out on a share turn, is first-rate

Should you lose a tite or brakes you'll have to maneuver the car in that condition from that point forward in the musion. Between missions, you'll rendezvous with Skeeter, the vigilantes' repairmen, who will offer you salvaged norts from your most revent skinnish



sculesmonts: PSC Wordows 95, 16MB RAM, BOMB hard drive space, 256-color SVGA

graphics, VESA Local Bus or PCI witen

w/1MB RAM, 4x CD-

mouse, Sound Blaster

correctible sound card

joistick recommended

Mulliplayer Support:

Internet or LAN (1-B

stavers). Modern or

senal connection

(1-2 players)

ROM, Windows 95.

Designers: Soan Vesce Zachsiry Norman Dan Stanfel Publisher: Activision Los Angeles, CA (310) 473-9200 www.aclivision.com Reader Service #: 337

# Eve Be Nimble, Eve Be Quidk, Or Eve Be Sliced by Gore's Big Stick.



Dark Rift brings out the best in people, be works her buit off to turn Gore into a meay pur cushton. Gore buits his gut to more the into the path of his are. And you'll need you're be, because Dark Rift glees k up. Dark Rift delivers more fight, more often with more speed than you have ever seen before. Check out Dark Rift for Not or Win 95 and get flesh soorching projectiles, hyper quick ten hit combos, blizing frame rates and some very unpleasant surprises for the competition.

















#### Let's Get It On

ensore '76's multiplayer mode is a righteous, well-designed garning expemence in its own right. "Multi-meless" allow up to eight people to battle it out over a LAN or the Internet (via Activision's servers), or two players to go at it via modern or serial connection Players choose from 23 par models (from inte speed bugs to a school bus); compure the vehicle: and then choose a terrain (mostly variations on the single-player game locales). Not documented, but on the CD nevertheless. is a mission editor for designing your own multiplayer spanarios-another cool touch. INTERSINTE '78's multiplayer technology surpasses Quice's in a few ways. First, the host can drop out at any time without killing the game for everyone else. Second. Activision foresew the Wessel Factor of just picking the biopest trucks and most powerful missiles, and assigned points to kills. The easier you make it on yourself, the less

points you'll get. Finally, through the "instant

melee," users can play on the multiplayer



STAYIN ALIVE Waste your opponents big-time with rear-mounted waspons like the firedropper.

levels by themseries with a configuration number of computer opponents for practice. There are signs that the multipaper game was a bit rushed, in the 1.0 related, number were nardonny freeped back to Win MiS without warning. However, the pame's first patch seemed to the trees craites, homework for how has the dubtious delination of impairing duwe as that most freed game that get the GOM without is most freed game that gets the GOM without is most freed.

What better manmendation is these?

lust about everything in your vehicle is customasble: the engine, suspension, brakes, tires, weapons, annor, and chassis reinforcement. It's up to you to decide how to accessorize and upgrade the car, while keeping in mind the need to be both powerful and quick. INTERSPORE 76's combat system is also outstanding Depending on the model, cars are equipped with top, front, side, and star short- and long-range weapons. Racket missiles cause a let of damage, but they're useless in humaer-to-humaer dorfiehts. Tarreted guns are particularly deadly up close, as they'll lock on to enemies regardless of which way your vehicle is facing Again, it's up to you to decide the ideal mass of artiflery Be prepared for some serious fighting The computer opponents, for once, seem urusually smart and ande they won't just stand there, & In OUNCE. and take your purishment.

Anathetically, the game is stylish and beautiful. The 3D graphics are a generation above MECHAVARRON 25, and the forthcoming Direct 3D patch (not avail-





BOOSE NIGHTS A law of the missions take place at night, where the loss of headlights can be a real territory

thross even more. The numerous cutscenes are brilliantly animated and scripted, and the way they're scarnlessly integrated into the game action is a work of art. The voicework is also uniformly excellent. but special leados must go to Goog Eagles. the voice of Trurus, who provides a steady stream of laughs throughout the game.

#### LESS THAN ZERO

INTERSTATE 76 has just one flaw, but it's a decay, the lack of incremental saves. Some of the missions are very long, multi-port affairs that are divided by cut-scenes, but the only place you

can save is at the end of the entire mission. This means you'll be playing parts of the game that you've already completed over and over and over again, just to get back to the part that you're trying to heat Adding must to iniury you can't change. the difficulty level to make it easier on voorself, nor

use cheat codes to warp to the next level if you just can't deal anymore. This is an meredibly appoying omission and a serious miscalculation on the part of the game's designers. We don't necessunly need a "save anywhere" feature. but if the game is stooping in mid-mission answay (for another cut-scene and new directives), why not provide an auto-save right there? I auspect that meny gamers are going to get stuck in the middle of a level, get passed off about having to repeatedly start over from the beginning, and just give up

on the game entirely

But still, at a time when many sames can't even do one thing right. INTERSTOR: 76 is a rate lov - a game positively overflowing with solid ideas and great gameplay. This is a superlative game in almost every respect, with nearly everything you could hope for in one package-adienaline-inducing single- and multiplayer action; a solid, original plot that actually affects gameplay; a beautiful 3D environment; and even a ereal written manual. If you want to experience the '70s the way they should have been, set INTERSPORE 76 -- and have a more dov. %

PAPPEAL: Contet and simulation form looking for the Next Great Game.

PPROS: Killer story; avesome graphies and gameplay, robust mulyer action. HOOMS: Lack of

layer code.

saves bags down refe-user para

# GOLDEN GATTE

The treasure hunt is on and the haunting streets of San Francisco await your footsteps...embark on an eerie, graphical quest where it's up to you to crack the complex puzzles and reveal the fate of King William's lost fortune but beware, the Beast lurks much closer than you may think. Full-motion video and a60\* same architecture make Golden Gate an unforcettable adventure same for PC and MAC.

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"The combination of gorgeous artwork, well-planned plotline ...an excellent choice for adventure game enthusiasts.



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Panasonic Interactive Media





## **Abrams Triumphant** M1A2 Is Short on Looks, Long on Realism

by Jim Cobb

live in an age of sequels. Some revisions, such as CIVILIZATION II, represent significantimprovements, while some, mehas X.Cox II am convertio whates and others, such as Syster, Programus II, deserve more priving littles. Missoftwark benchmuslimetime MI Took Practices has long needed an update Yet, MicsoProse evidently lost sight of gamers' desires for a straight-forward prinor simulation With the battlefield wide open, so to

speak. Amold Hendrick posmoed on the chance to out do his original MITP design. The resulting product. Interactive Munick(MIA2 ARRAMS is one of those swe cases where the prograw, in many ways, surpasses the parent assme.

DOING THE TIME WARP AGAIN Carnes familiar with MI TANK PLATOON will feel very much at home with iMIA2. The scalable tactical map is where communels are given (in third persen as company commander) to the combat team, plateens and sections, offboard assets, and individual vehicles; all of which operate at rest-time speed. If you are willing to give up some control of your other units, you can butten down

into a specific tank and be either commander, driver, or gunner Certainly, the prachies are much better than the old pre-VCA-graphics MI TANK PLATOON, but they pale next to more recent simulation engines. Still, enough improvements appear in the interface to make this title a very acces-

The view when buttoned-down knode your tank is family Quive-like quality. The topside view fares better if you grore the minimal sky background

Cone are the married hot-keys which mited the play of MI TANK PLATOON. Now, all commands are oven from lawboard, mouse, or joystick via on-screen buttons or the auto-bide menu. You can oversee the action from either the tactical map or from the tank commanders position (through the multifunction display, which replicates the actual MIAZs Intra-Vehicular Information System). This recent innovation channels information from all units, ranging from the commonder's tank to the entire battle-

field, into a compater which can graphically display the information. Combined with audio and visual messages from other units the nlawer does not feel dine his vehicle. plotoen, or compeme he can command all of them through one effek. In page terms, art

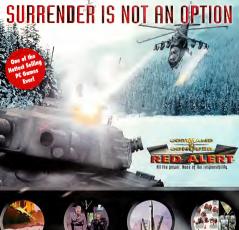
has mitated life The old stan-

dards are wodated. internal and external tank views over functional and even, at times. attractive (although the sky was better rendered in LINES half a decade ago). The magnified view from the

Commenders. Independent Thornal Viewer allows the communder to direct fire to any point on the exprisitely detailed storetures and enemy vehicles by keeping the crossbairs steady while you aim The MIA2's computers will do the rest. resurdless of movement.

If damage should disable the electronics or smoke obscure tarrets from the ranging laser, you can simply go manual and do it the old-fashioned way by selecting range and ammunition (HEAT, sabot, MPXT, or









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## Survival Hints



the thermal the Abrams is successful

HOT FLASHES

As well-made as the Ahrams is it ion't inventible

You can flourish and increase your score with the following tactos:

On attack, held scouts back until you arrange all forces into avenues of attack. Air assets are invaluable---aibeit vulnerable, especially heli-

cepters. Con't commit them all to one ebjective, and suppress Enemy forces can be demoralized, yours can't.

Many kills will send the enemy running If you get cocky, you can set the enemy quality to Elite. Just be aware that you'll probably be attacked by T-95s. Good luck!

machine-gun) yourself. The driver's and speed (top, fast, slow; halt,) from the mess of gauges have been replaced by graphs representing engine conditions These positions, and views from them, are accessed from a small window with side and top-down views of the vehicle. Hull-down positions can be ascertained quickly from the external view. Hot-keys are used only to switch tanks and to slave turnets and halls to particular views Damage results can range from destruction of the fitting mechanism to throwing a tread to "browing up" a tank

FORM AND FUNCTION The tactical map also combines function with style. At the highest scale. 12d2 km, units are seen as allhoughtes on a strick that shows ranges (or a topographical map that shows elevation) by color and contour lines, alone with the speed the emend will allow. At the lowest scale, bil km, individual vehicles are shown within 50 meters of each other Commands are given by either clicking on the symbol or clicking on the list near the map. You then pick the desired combut (fire at will, group fire, cease fire), formation (wedge, line, ochelon.)

ments. These commands are given to whicles (split from their units by the player), sections, platoons or the entire correction A context scusitive control merry on the screen is where you set paths and tactics for units. Tactics include the head-long (attack), the safer (engage) and the circumspect (defend). Off-board air (A-Ns) and artiflery (mekets, morters, or ISS hountarnil awets are also employed from this menu.

This play is hendled on those levels of battle. The Quickstart mode teaches mechanics by immediately placing you into a brawl in the Iranian desert, where you either sink or swam in the sea of send But the heart of MIA2 becomes apparent with the Single Missions mode. First, you create a persona and then you choose from Ismian, Bosnian, or Ukranian theaters. A mission appears and your choices begin to make tiply Each mission has a default battle plan, either offensive or defensive. which ever unit specific roles flead. secon, and the like) used to obtain objectives You choose from 13 mission types, ranging from rapid advance to withdrawal You score points according





#### HOKE GETS IN YOUR EYES Generate smoke only as a list defense. It will hinder your fire as well as the enemy's.

to kill ratios, defending objectives, takang objectives, and so forth.

It's actually possible for both sides to gain a victory by fulfilling different objectives. This is duces the effectiveness of a typical zero-sum startegy, and is a real boost in multi-player games. To meaning your victory chances, especivily against well-equipped elite forces, you your exterfully tailor the forces that accompany your cost platoon from the units (limited by resource points) awilable for that arrange

By using terrain and qualitative superiority, you can maximize kills. minimize losses, and carry out tasksdesprite usually beang outroughered in the unscripted and infantely replayable battles. The rewards for your success are the usual medals and "attaboy's from HO, but gives the lame reward sequences of more cames lateby they're still welcome

#### THE GRAND SWEEP

With Annold Hendrick's resumé, it's reasonable to expect a robust carapoign (MIA2 docsn't disappoint. The campages messions are among the most realistic and dynamic available in any game, much less a tank sampletion. The connected battles start with a defensive or offensive posture. If you dowell, we come closer to the energy main base (its carriere sieruls victory) Conversely, a loss will throw your forces back towards their own base and make your posture less appressive. A caroning has no set limit, and has

JUNE 1997

a number of possible ebbs and flows. Best of all, you feel as though the outcome of the campaign really does hinge on your actions. High kell ratios. for comple, give your units more experience, while low ones decrease their skill as you move through the caropours. The Al'is remouble, but is handcuffed in that it must employ standeed, heavy-handed Soviet doctring. easily defeated with forme, but ponishing for reckless players. It's a inbute to Interactive Masse that they didn't go through the motions on the AL as so many companies are doing when a game has modern and network play.

The main limitation for (MIAZ exists

in its narrow scope, which farls to encounpass the whole of modern exceed was fore. Even so, it's an excellent game about annoted operations. It is simply sich with data on weapons, vehicles, organisation, and tactics. Moreover (MIMAZ actually rewards you for more real tactics on the bottlefield Asseteran gromers know. walking the fighteens between revision and accessibility is a real structfe for any sten to conquer shiftA2 Assess moments to do it with style. %

PAPPEAL: Aryone interested in a realistic tank simulation. PROS: The real sequel to M1 Trace Punce; packed with resture, decest At, modern'IAN play, nice care-

scope and less then state-ofthe art coning just keep this earn the ton







# Air Warrior **Goes Solo**

### This Updated Online Classic Packs Loads of Stand-alone Play

by Denny Atkin

wen the excitement of World War II air combet. it seems amazing that the but new stand-alone WWII sim for the PC was released way back in 1995. The drought has ended though, with the release of All WARROOF IL the new combat simulation from Interactive Marie and Kesmai. This isn't the first stand-alone version of the venerable multiplayer air combet stro, but this Recetion gets almost everythme right.

The vost majority of these take place in World Wir II Europe, Hese you'll find three campaigns for the Axis forces a Battle of Britain series on offense, and two defensive compatens which begin in 1943. On the Albed side, vou'll fly Hypricages defending England during the Battle of Britain, attack strategic targets in Europe flying B-17 Flying Partresses, and fly with the 8th Air Force's 4th Fighter Croup from September, 1942, through April, 1945.

to shoot down Japanese Admiral Yamamoto. Other interesting scenarios include flying with the American Volunteer Group (the Flying Tigens) in China, flying defense against Kamikaze attacks, and fisting A-26 Invader tankbusting sorties In addition to the European and

Pacific WWII massions, AWII also includes World War I and Korean theators. However, there are only 2-4 missions for each side in these scenarios, and

the sim's engine isn't as well-tuned. for the characteristics of the arresult of these ems (lead-competing sunsights in biplanes?). They're a pleas-



mum System

use, sound card, you Multiplayer Support:



Ass Wassess began He nearly a decade ago as the first online, multiplayer flight structures This new version still has all the elements that posytoped many of us to pay up to \$12 an hour to play it on GEnre in the late 1990s, but now its tailosed to solo play as well. Unlike the based version of Air WARROR Koreans released a few years ago, which was geared mainly towards online play, and had only a few beam-dead drope autraft. to shoot at AWII is worth recking up

even if you don't own a modern The most engaging feature of AWII is the inclusion of over 360 solo missions

Although the company is composed of predefined missions, each mission can have random elements, such as exactly where enemy arcraft will assecut Also, the campoigns offer branched mission trees, and your perfor-

An Worsen II effers three effects wow modes: a panel were until

mance will which determine assignments you will receive later in the war. These one also a variety of stoole missions in each combat theater. Many of these are set to major bottles or during highly-exhibitions overts. For example, you can fly P-40s to protect Pourl Harbor on December 7, 1941; pilot house Doubtle's B-25 on a carrier raid against Tokyo; or fly P-38s in an attempt ant diversion, but not worth buying the sim for, if that's your primary interest

#### THE PLANE TRUTH

AWII includes the largest variety of flooble storeok of any historical combat. sem. There are 45 aircraft in all 37 of which are WWII types. All the major fighters of the European theater are proresented, as well as a road variety of the planes used it the Pacific air war. In additron, you'll find five WWI arroraft, as well as the Korean War F-86 Sobre and M/G-15 Feast. There are even four ground vehicles, which are really useful only in multiplayer combat.





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### Quefing in the Skies

one-on-one combat mode is new to Air Warron II, It uses Microsoft's DirectPlay technology. so you can cornect over a local etwork, via modern, or via the Internet-but not using a null-modern cable. Any two vehicles can face each other in a duel, so you can pit a SabreJet assenst an Me-262, or a tank against a RakPanzar This is a simple head-to-head mode, with no mission parameters or cooperative options. Of course, AMI supports the classic multiplayer arenas as well. The gameplay here is more or less a free-for-all war between three virtual countries, but the real fun comes from joining an online squadron and coordinating attacks with a group AVMI is currently available on CompuServe, Delphi Internet, and Farthlink, (America Online still hosts only the critical Air Worsen for Windows. The service is accordedly holding back on edding new names while it addresses capacity problems ) See www.kesmai.com for more information.

Give AWII a try against human opponents for the real challengs. While the sim's Al is very good-orobably the best seen so far in a WWII sim-it often ignores wal tactics such as boomand zoom attacks. Nothing's more challenging

Authentic cockpet for each aircraft type. with concey frames, sent backs, and other obstructions realistical. ly blocking your view (these can be disabled) With over 17 directional views from within the cocknit AWII offers terrific situational awareness, undortunately, there's no pad-

lock view AWII outs the 3D action in an inset window. with a standard warpaccord instrument penel Two new display modes can be toggled on the fly. one with a larger action window and testual performance information and another with a full-screen cockpit and working instruments Unforbanately, only the inset-view

Marly to confuse newcomers. mode gives you full access to both instruments and

radio messages

GREAT PERSONALITY... Gerelales have seen only meanurable enterovernents in this version. The terrate is tableton flat, with occasional nolveon mountains popring up here. and there. Accraft exteriors are more detailed than in previous versions of AW. but, for the most part, they don't even match the detail of the old Dynamic ACRE series. This emplie sample the does make for a smooth frame rate. even on the slowest Pentium systems (a frame-rate problem in the Pocific terrain was addressed by a patch within a week

of the same's release). AWII's true-cotch sounds do much for keeping you immersed, despite the retro graphics. Your engine makes realishe spin-up sounds, you hear a telltale deone as you approach a bomber formation, and your airframe creaks when

roffine heavy G forces. One area where sound is missing is winestan communication, Instead, AWII displays textual messages onscreen, in an eene simulation of the chat window you see when you play at



NORE TO COME If 360 missions aren'T enough, the included editor lets you create missions (but not campaigns) of your own.

the multiplayer areas. Unfortunately, these important communications can't be seen when you're flying in full-

screen cocket mode. There are other carryovers from the online world, such as the ground rador screen (which substitutes for the vectors pilots were given by ground controllers) and the icon system for tracking enemy sucraft. While this will make AWII. accessible to old-time AW players, ifi-

### BUSY SKIES

Among the shoulations other features are superb flak effects, including air bursts and turbulence, up instant-action mode a flight seconder, and fully adjustable ourolises detail. AVII melades both thoseuch ordine help and a nicely

done HO-mer menul. Are Waggerit II's online roots make it. a bit currly as a single-player game, but the wealth of immersive, historically

inspired missions makes the learning curve well worth climbing If you emoy World War II air combat simulations, you'll definitely find lots to Mic in All WARRIOR II %

PAPPEAL: World War II air combat fans looking for a chance to relive

hundreds of historical battles. PPROS: Amazing variety of histori cal missians, pand flight modeling. wanderful sound environment, plays smoothly, both online and off line. PCOMS: Lear prophic detail, cor

puter Ai doesn't alussus take advantage of the streenths of the plane It's flying intertace can be confusion to













The flight models, for the most part, are very well done. Performance is tight on for the various planes, and quirks such as the Zem's multiflety to suaneuver at high speeds are monerly represented However, the planes are a bit too stable to be really convincing, especially if you've spent much time playing FICHTER DUEL or Waterpers New flore will appropriate the three levels of flight model scalism, as the accelerated stalls in the full mahan. mode will frustrate those used to being able to ierk their josticks around

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# More Dove Than HAWC

## This Giant Robot Sim Can Barely Stand up Straight

### by Grea Fortune

NONE, 7th Level's attempt at a giant robot sim, is mostly netable for its sixeleminded focus en a starle new feature — the ability to exit year HAWC (year another monther for a great robot) and steal other velucles or enter encow buildinus Unfortunately, little attention was read to anything else.

mission zone from the start, regardless of blocking tomain or distance, which olimmates the possibility of any surprises. You can't get a mange on a target unless you select it and put your crossbairs near it. and there is no way to tell if a target is within a weapon's same. Even when tarexted, encow infantry is harder to kill from your HAWC than on foot. I was also sonely disapprented in the

environment, as it is composed of tev-

terning around or firing a single shot. And this was on the hardest difficulty setting! Sadly, being independent of your vehicle is the most prenament multi-player feature as well. After the newelty of ejecting someone from their HAWC and stepping on them wears off, you find yourself playing "musical bots." It's a dis-

turbing blend of borodom and amorymore that, if nothing else, should be useful for psychology studies.



mum System



STIFF NECK "Reisk your grip on that gus, solder" "I can't six this rille seems to be bolted to my rb cape!"

GOING PIXEL SWIMMING Here I've stolen a tack and I'm driving across a mass of glant pools in an effort to capture an equally pixelated guard tower.

SHINY NEW LEMON Vehicle independence is a great concept, but it is so potely implemented here that it detracts from the earne rather then enhancing it. There is no defense assess enemies "bot-tacking" you and you'll find yourself getting ejected a lot Oddly, as a foot soldier, you lack the shility to gim your weapon off-center from your body, so you must set like your neck is in a brace when aiming your offe-The HAWC cocket devices and Publisher: 7th Level

becoming namened in the game REMEDIAL COMBAT The design trees was able to perfectly secretate the effects of outline a mosso in a ment robot. For example, I could walk up behind an enemy (who was busy trying to walk through a well to get to a place I had been five minutes earlier) and com-

pletely desiroy as vehicle - without it

can mencurer are the perfectly flat

and feel which utterly rains the possibly of

tured walls that only look bloc terrain. The This could have been a great game, but only areas your four-story walking Edsel apparently sobody ested enough to take it that far. Ejection is cool, but it can't carry spaces between the carnon walls-walls the game. What we're left with is a product which become hombly pinelated as you that westly feels incomplete and falls short of the first goal of garning having fun % approach them. This all adds up to a look

> PAPPEAL: Garners that have every giant robot game.

os: Firetion feature is a por carcert. COMS: Post azere design interface, and

instrumentation are poorly thought out. lowe out what tactical information, and are not configurable in any way Your radar is able to see every enemy in the



IN X-WING VS. TIE FIGHTER
YOU WILL BATTLE
HEAD-TO-HEAD AGAINST
AN ENEMY MORE RUTHLESS THAN

JABBA THE HUTT

AND MORE SINISTER THAN

# DARTH VADER.

Today it's Floyd. Tomorrow, the greatest pilot in the Star Warr® universe could be a dentist in New Jersey. That's the beauty of X-Wing vs. TIE Fighter". It allows you to engage in bead-to-head combat against real people over modem, network and the internet. It's a real first, and it's in real time. The graphics have been galactically enhanced. The flight











(Floyd from Accounting.)

engine is phenomenal. The new missions are masterstrokes of space mayhem. There's even single player campaigns for an all-new explosive experience. No wonder Computer Gaming World proclaims X-Wing vs. TIE Fighter "number one on every space simer's wish list." And if you don't believe them, just ask Floyd. http://www.lucasarts.com











# **Lose Your Marbles**



by Charlotte Panther

f we've firemented by those

machines which, at the flick of a switch, will set a ball rolling to trigger off an entire series of events, you'll be delighted to discover the amazine collection of lifts, pulleys, springs, and audects that make up your basic puzzle appearatus in MARRIE DROP. Designed according to imagined

instructions left by Leonardo da Vinci, MARKE DROP is a visual treat. The idea is to drop marbles into a mechanical structure, aiming for corresponding color slots, while losing as few balls as possfble. You'll gain points for hitting certain gadgets, but lost marbles can Price: \$29.95 Formal: Windows CD-ROM cost you dearly in the long run

Mulliplayer Support: None. MARKE DROP has fifty levels, (including five bonus games), ranging from rela-Walnut Croek, CA tively symple passeles to teasers that (800) 33-MAXIS would have Einstein scratching his head. www.maxis.com Reader Service #: 326 (unfortunately, hints etched onto the



fivor marbles might even have caused of Leonardo's face to crack a smile. heartful backgrounds are frustratingly difficult to read, and appear to be majoly

for show). Resular popules can be tackled to any order, while bonus levels will only be revealed if you accurately complete the proceeding level.

Once you get the hone of the puzzles, you can move through the levels pretty gardely. Unlike some games

where the main objective is to improve upon your high scores, the fun in MARKE DROP comes from solving the puzzle, which could actually limit the replay value. Once I'd completed a level successfully, I felt little desire to go back. and do it again. Nonetheless, MARKE DROP is certainly worth a look. And since Marticle also including FULL TEXT PINEALL on the CD, you can enjoy two games for the price of one. &

PAPPEAL: Puzzle-lowers with an eye for detail. ROS: Fifty y order; grea

**REVIEW • POKER CHALLENGE** 



CLASSICS & PUZZLES

# **Hands Solo**

by Terry Coleman

mewhat awkwardly posioned between "real" gambling games such as poker which require thought and serves of steel) and sames of Mind lack such as dot machines. (which require no skill other than being able to consistently pull a handie), heryddo polar. Ewn giwn the endless mocession of tame casmotype sames of the past few years, these have been few attempts to

brine video poker to the computer. So, what a pleasant surprise to find that Praye Case LENCT is essentially a fast. playing, addictive version of video poker for the PC, with a few toxes that income on the old favorite. First instead of the turns five-coal band you are normally druit in video polar, you play from a 56eard tableau, reminiscent of some of the



NEED A HAND? Selecting hands in the right order takes puzzle-solving skill and poker savvy

simpler games found in the classic SOLI-TABLES KNURNEY Basically was select adjacent cards to form poker hands like Form of a Kind. Two Prin. Flush, and so forth. As in real poker, scoring a Straight Flush or Royal Flush stres you a bure navoff -- this is very important, since you must ante up SHZ for each hand you play. Poker knowledge is helpful, but not

required to play the game. There are plenty of tutorial "puzzles" to train you to find the different poker combinations, plus lokers that let you get rid of unwanted cards when you need to. It's challenging enough to keep you

coming back for more, and the only real drzwłack is that, unlike most solitano names, there isn't enough variety. Even so, it's well worth the \$15 fee for the fully registered version. &



Price: \$15.00 (Registered) Farmal: Windows Sharewere Multiplower Support None Publisher: John Cutter http://eerworld/commission.com/ mopagosijoha\_tiPakerchi.htm CompuServe [74151,1445] Reader Service 6: 327

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colony Clies Technologies Inc. Domor and the Software Product is strategised in the Authorisation of The I I by permission of Sc Andrews Links Trust & Royal Troop Gelf Club. The Open Championship Logic Is used under lo





CIRCLE READER SERVICE #045

Create and Breed Your Own Artificial Life

I first saw this program in the same

Hatching May 14th for Windows@95 and Macintosh@CD-ROM mindscapegames.com





# **Double Eagle**

# Accolade Drives to Perfection With the Stunning, Deep Jack NickLaus 4

By Scott A. May

wheely many as the galact of the centry lack. Neklass in they a legand in his town time 8 of 1 only feeting that the hard companyed or grame to bear in transport or grammater and mendation of the control of the contr

PRO SHOP

Henck what you get in JN4 (take a deep brouth) five 18-bole courses (Colleton

River Plantation, Country Chib of the Starth, Murifeld Village, Cabo del Soi, and the fectional Windrug Sparegy, oght playstyles, a full-blown comose designer, a conne converter (for importing INSE connes), and a choice of four multiplayer modes (cital, moders, LAN, and Internet). The only thing missing to post-

hierard). The only thing making is postgone cockish at the childhuse. The game colors is schole course, purse length, golding buddes (with updated existing, a classes of could in, games length, golding buddes (with updated existing, a classes, and figure, and weather conditions (sun, fog. or clear). These of thisses of toma can be further defined eleviring (og, assessment delatines for games, and tatal market of multipless. Also sed per round.

The real kecker is the variety of available game styles, the most of any golfsim on the market. These include Best Score Champiroside, Best Score Hundsea, Stroit Fing, Market Play, Sudden Death, 51 Mithon Skins Challeng, Bringo Bong, and Centified Carme (seconded Strike Play

Certified Carne (seconded Starke Hyfor defenred multi or email matchaps). Casphically, 19th meets or execoda mything on the match, methoding Access Softwares LINSS LS. Accedade uses a proportion problet tempron crigate to achieve insectible termin realtion. For the real-bound occurse, sensiilly-bys enabled the designers to accumish debt or hand-devolution, surface in the debt of the designers to accumish debt or hand-devolution surface and

### Roll Your Own

reason, Accolade devotes about two-thirds of the game manual to course design, including tips, tindes, and a step-by-step batorial. There's also a built-in design whand, which automates many of the tedicus basks for beginners.

Starting with a flat pilet of lands, you had your course team the inside out, applying farinary shapes and greats, sating pairs and haddequar, and arranging your coveral layou out with an eye for instant continuity, Mart, fine-hum each how with vendors in shape, elevation and terrain type. From these, a plettors of loso pointes are waitable to customize your basic design: trees, backers, mobils, turifers, jubics, and arranging, cart paths, objects, sign, and

burkers, lakes, streams, cart paths, objects, sey, and hordon. Using CAD-style boundary points, everything on the screen can be moved on resized using simple drugand-drop mouse commands. Auto-rendering lists you see in precise detail how your

dasigns will appear during play. Not only that, but every change is instantly updated in the rendering window. Every square foot of your ocurse can be viewed from virhusty are distance or angle.

A few faults are ready's apparent. There's no option for importing user-cested objects or sounds, and no way to automatically the view windows on the screen. Finally, there's no provision for stelling your design as you go, except to save, ext. and load the untrinsided course into the game. These obtactions saids, knowes; the course designer is a goverful, vensatile tool guaranteed to give this product hang logs in the marketplace.



Price: 549 95
Minimum System
Requirements: P90
(P133 required mriftplayer gemes), Windows
95, 16M8 RAM, SVGA
graphics, 171MB free
has based (system)
installation), knybeard or
mouse, supports Sound
Salster-compatible

seuid cards.
Multiplayer Support:
Intented (1-8 players, 1
00 par players, 1.00 per

San Jose, GA (800) 245-7744 www.acolade.com Reader Service 6: 328 PACKIN' THE TOOLS Everything you need to design new links—or modify existing ones—is all your disposal in JIN's unsurpassed course architect.

In real Tile, Jack Nicklaus is in synth-recognest, playang only select serior (sumannets, Far from Insp-

the, however, St. Nick devotes much of his energy to course designs. To this end, I can't think of a better testament to his eroff-lectural powers than Juck Niciuss 4's superb course designer. Modeled after Nicklaus Productions' own CAD system, the course archi-

It can also be daunting, particularly for first-time designess eager to duplicate their favorite links. For this



# Aaron Ruth

and they're bringing a few of their friends!

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nnn, Astoniuth, om men mindscapegaries.com men mijerinaguebasebel oan 1997 indeue he. Migdis menere Mentage is a reprosed fortrane as denouer geni. A sealog oli de Mishige in chlorista et Residues, in ... beit plange fortrane as denouer geni. A sealog oli de Mishige in chlorista et Residues, in ... beit plange fortrane misera et al. (1997) av varied oli planten of Mere lange fortrane franchis in ... deletel is a replace fortrane at Residue oli planten of Mere lange fortrane franchis in ... deletel is a replace fortrane at ... deletel deletel sealogies. Deletel sealogies deletel sealogies in the repetit fortrane fortrane at ... deletel deletel sealogies. Deletel deletel sealogies has the repetit fortrane fortrane at ... deletel deletel sealogies.

HUSTAVE SPORTS DURINING HUSTANNA CO-

inches of sea level at Lx Lifect interests. The underlying engine then calculates verables such as light source sharling. shadows and reflections, resulting in the most orismic-looking terrain I've ever seen. In fact, look closely and you'll see that the terrain even shades itself - proof positive of the sames subtle but utterly

first by or materials, surposed broad Because off is such a list-occod sport - OK, I'm being surcastic - IN% screen redraws are markedly saids Technically, it's incredible, emiscience that receiv two-thinks of what you see is 3D-sendered tensio, unlike Livass LS, which relies much more on a 2D painting horizon to fill the sesson. Of course, overall speed is still reliant on hardware factors, such as processor speed, systems and video RAM, graphic detail, and screen resolution. IN4 rewards garners with more than 20MB system RAM, and will not at whatever preemmin resolution and color depth your vicien card supports. Those with less-

then-optimal hardware can decrease graphic detail, and run the same in a window usine 16- or 8-bit color ON THE GREEN

Camerday offers mustcommonted with relations interference Each stroke consists of three easy steps Click once for the onsereen aiming arrow chek again to set and again to start the swing meter is motion. The designers use an overlaid away meter with

signal "excet engs" for both power (backswing) and accuracy (contact point). Player storice is outconstically calculated in the airmine process. which allows you to mensully adjust for distance, trajectory. and ontar intensity. The swine meteralso reflects whether the

shot is a drive, chup, or putt The garnely physics would be neredbly flexible, automaticelly adjusts to atmospheric conditions for the flight path, and realistically reacts to objects and termin upon land-

ing For example, a ball striking the trunk of a tree will react differently than one hatting the branches. For a drematic demonstration of the game's players model, try designing a hole using cart path as the promary steface, then watch as a KO-yard drive hounces clear into the next counts:

Although IN4 doesn't utilize Direct-Draw for azables, it employs both DirectPlay for its multiplayer product and DirectSound for its rich aural embiance. The sound is so detailed (about 32MB) worth) that the designers are able to assign the cornet bird calls to each resion.

Other goodles include the ability to hest your low score by playing against proviously recorded rounds. Adjustable views also let you see the course from any angle, down to one meter above the hall, which is helpful for living up difficult ports.

### HOOK SHOT

Unfettered knelos asele, there's a few dark clouds on IN4's borizon. Talk about system shock. Twoical installation requires a whomeing 170MB chank of your hard drive. As if anticipating consumer resistance. Accolate makes absolutely no



SWING TIME Unite other golf sims. JN4's controls are undetrusive and easy to learn



ALL NATURAL, NO FILLER JN4's proprietary height-mapping engine yields unparalleled realism.

mention of this fact on the boy or in the manual. Also, each 18-hole course you create zoos un additional IOMB or more. Minor entitibles also include the ammuted and overlay used to more terrato grades. The gold terms off between shots -- an auroyane oversight. And "antmater? Slowly draping over the around

sen't a feature worth broading about Still, from play mechanics and graphics rendering to course design and multiplayer capabifities, JACK NICKARIS 4 is one of the most well-ended games - of any acose - that I've seem in years &

PAPPEAL: Conguter palfers of all experience levels PROS: The best graphics of any golf sim to date; the user interface and course editor are models of perfection; excellent choice of multiplayer modes; free custom cours

**FCONS: High** 171MB feer



## alk about getting your money's worth! If you're an

and golfer Jack Nosuus 4 may well be the deal of your draims. Not only do you get five gourses and a built in designer but you'll also inhern what amounts to an instant library of thousands of custom designed links. JNM has the ability to import and cornert courses created with its predegessor Jack Novarus Senvice Ecross.

All you need is a modern and access to the Internet or other major ordine services, including America Online, Compuserve, and Osiobi. There you'd find enough courses to make your putfor further indefinitely. The conversion process only transfers berrain shapes and elevations, so you'll have to add objects such as trees and bushes. But that's a minor chore and a heck of a lot easier than starting from scratch.

Below is a list of only a few top Web sites offering hundreds of JNSE courses, available as free downloads. Each site was confirmed as active at the time of this writing:

MSE Fontawand http://users.ael.com/lid4729/inse.htm

The Unkstand http://quancon.com/~brent.blackburn/inse.blm

http://www.anian.com/jase.htm

http://www.goocities.com/TheTrac/cs/1113/ Steve Octer's JNSE Gott Page http://www.isti.net/~apter/patt.htm

Ohris Funerson's JNSE Courses http://www2.nelquesl.com/~rectakes/cfjnse.html

Brian Silvernal's Golf Course Designs http://members.sol.cem/bsi









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# MILVOR

MicroProse Finally Delivers on the Promise of PC Magic

### by Bob Proctor

we found a wenderful place to play Magee The Garbering Len play as much as lount, whenever lowest, and use legendary conds Mie Bleck Loiss and the Moses without card sleeves and without spending hundreds of drillins. Yes, before bose has finally made it possible to play this popular and game on the countries.

These are was to re-create the feel of the original end guine and, feel the most part buylve succeeded. Many vettern players with bylve succeeded. Many vettern players will be playing with the "power cards from the first free, and will enopy the most and well-toning-guine convincement of Shandshirk to It particular Not upon the card a decetters in succeeding, the All as let his partial sheeting, and there is a fine-guine attenue, and the succeeding the guine automated, and there is a fine-guint absence of multiplies But it very playable as us, and all of these issues succeeding advanced by the publisher.

### CASTING DESCRIPTION...

Micro is early four products in one Tionnia, Deelbusker, Duel, and Standaker. All as suited-player programs—a fifth product, allowing play between hussens, is still in development. MicroPour says sit working on both multiplayer Micro: and expensions which well add now cards and features. The Tionnia Pally with steeps and is the total and the product of the multiplayer Micro: and expensions.

well done. It doesn't begin to teach you everything—there are 57 pages in the morned to explain the rules of MTG but it's a good beginning. I highly recommend the Tatorial to beginners.

The Deckbuilder program is merely adequate and boring. It is easy to use, but offers even less than most share-



DUELING CARDS Here is a regular duel if you just want to slep the extras and go for some quick Music action. MTG veterans will feel right at home with the easy interface and faithful rules reproduction.

were products in the way of testing and turning features. Of course, you could argue that MACIC's Duel program offers much better testing.

The Dod (out's seen it as the physiole demo) is an animal geocomphisment—if explaines every massee of ATTAC There's a lot of information or ATTAC There's a lot of information or twee you learn all the functions that can be accessed (via right effeks and small graphics) elements). You choose a clock from a lot and plays't against the computer, who also used a lotter from a lot and plays't against the computer, who also used a lotter from the Its. Via can also the contract of the contract of

specify which deek the computer should use, let it pack modurity, or try to run the gausslet and best every deek on the let (fixes are 55 predefined deeks, and you can add mose using Deekbuilder). It's a furnry feeling when, after you've besten 24 deeks in a row. the computer smokes you with one of your own decks — do you cheer or cry?

# A VISIT TO SHANDALAR For me, the best product is Shandalar

Ma use of sides mine RPC with challing, as the contribit system. There are four levine of efficiently apprentice, magicians, occess, and wisterd. You start with some good, 10 feet parties, and a collection of updals (usually of the major coder you choose). The quality of your deck will depend on the difficulty level. Appendices got a decent one-code deck, and worsh got a loop of tubbish — a straken.

associated of golds in all fire colors.

As you ream Starriadier, custures appear and challenge you. Some are strong (2–20 lives), All cheels are for onte, meening that you risk looking a card from your deets, livower, if you way,



Price: S88.95
Minimum System
Requirements:
48/BDX/100 (P120 recommended), 16M8
RAM, 4x CD-ROM
drive, SVGA graphics,
Windows 95-compatible
sound cards
Multiplayer Support:

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CIDAL C DESIGNED SERVICE AS TH

you gain a minimum of two cords. To build a collection, you can win cards. find them for free, buy them in villages. and cam them as rewards for quests. then beat Araskon, the "Big Fonde." tive sesinst concrents with 6 or 8 lives lose steam against monsters with 22 or

The ultimate goal is to defeat five powerful warards (one for each color) and It's a long, hard fight - with literally bundreds of duels. Decks that were effectmore. Your strategy will have to be firstble and make use of the spells and special abilities (called World Magics) that come your way. You can concentrate on a single deck or build several, but to cope with cants from the fourth changing conditions and concurris. refrien. 20 out-of-mint you'll need to tune and retune your "power casts" from

decks. It's the heart and soul of MACIC THE VILLAGE 1010T The AI occasionally makes some of the stepidest plays you're ever going to sec-like tapping Land for no reason and taking Mana Burn. I respect to see several Web sites devoted to "MACIK'S Borroset Flubs "The errors are due to



Dack Construction Rules

THE MAGIC'S IN THE CARDS Before venturing into durigeons in the adventure game, stock up on life-increasing spells if you know life loss will ensure in the duels

12 Astral cards invented especially for this game. The game uses up-to-theminute 17th edition rules and the older rectly under these rules.

the first edition, and

card text has been revised to read cor-While game play follows the very letest rules, deck building is a throwback

to the earliest days of M70. Mornism size as 40 cards and them are no bended or restricted cards: just the original limit of four of any one card in a deck (basic lands excepted). You want to try a deck with four Mind Sviets? Go note ahead, and throw in

HH-Contract on an 163

ARE STRATEGY GAMES TOO

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Presented with highly detailed graphics and an original soundtrack, this is a battlefield experience only the undisputed masters of warraming could create!

Deck Construction Rules

four Black Lotus and four Mox Jet white you're at it. Shandylar adds a few more twists. The minimum deck size can be even smaller depending on your level of cithouty; from 40 for wigards down to a mere 25 for apprentices. Remember, smaller decks are more powerful when given the same cards. If you have only one Fireball or one Sens Appel, you will draw it much more often from a 30-card deck than from a 60-card deck. With such small decks, finding a strole opworful soell can make a blo difference. To avoid decements decks, the rule for durificate cards has changed too. The smallest

dacks are limited to one copy of

each sort. When your deck nets to 20 cards, you can have two copies: and at 40 cards, three Only 60-card dacks can have the normal 4 copies of a given spell. There is also a world magic called "Tome of Enlightenment" that increases this limit by one at each of the lower levels and removes it for decks over 60 cards. You heard right, no limits! Ever wonder what a deck with 10 Mishra's Partners & Worth of God and 7 Swords to Plowshares would be like? It would be awasome on doubt. And before you head into a dunnern that has cumulative Me. loss over all duels, be sure you add extra conses of spalls that increase your life points-like Stream of Life, Healton Salve, or Drain Life.



the Shandalar adventure portion of the come Trasures can be picked up in these areas. provided you defeat the creatures within.

the way the various cards interact, and the Al is better on a faster commuter. because the program can look further ahead within the self-imposed time. limit. If less than perfect play upsets you, then wert for the notches that will fix the problems—but also makes that the next batch of cards will being more Most players will find that the Al has a better deck, and plays well enough to consistently best them. In Shandalas, where your dock is weaker in the beginning, the errors sourchow seem more natural and less objectionable -just another welcome windfall in a hard-fought compaign.

Another very upsetting problem with the game was the tendency to crash during the Shandalar adventures. This buy Is being fixed with a patch, but for now, it is highly disreptive to exercular.

With a faithful translation of the card earns and a chullenging, fan adventore element, MicroProse's MACIC game definitely bests out Acchem's real-time pretender more without the much-anticipated

multipleser support. Veteran Magse players will entry the adventure and the epportunity to play some

very rare eards, while beginners, thanks to the Tinonal, will at last be able to find out why this sume is so addictive \$ PAPPEAL: MTG veteram looking

for semething new and different. Arrene searting to leave the card game or learn to play better PROS: Recreates the game corr pintoly: excellent enables and interface: weeks to moeths of elapsular.

HOOMS: No



YEAH. YEAH.

SO YOU HAD A RUN IN WITH A LION AND SPENT SOME TIME IN A PIT OF OUICKSAND.

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Join the tip of this triangle with the tip of the triongle an the opposite page.

## YOU'RE AN ALIEN.







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Very your strategy to keep Keep track by moretoning from through your interface portels. And with over 65,000 colors, the action will come to Me like never before

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The intensity of Conquest Earth will have you using the first-ever "direct-control" Spature which allows you to jimp right in and go head-to-head agonal your apposents. Once your position is discovered, you'll want to go undercover using the blackness of right as your clock





# Keep It in

In a Genre of Classics, Playmates' Space Strategy Game Isn't Even Worthy of Mention

### by Tim Carter

helife of a safactic overload is bond And lately, massy software design en seem to have conspired to depict your intentellar lot as downright bor-

ing. A case in point is INTO THE VOID, a lightweight entry into a heavyweight genre that just doesn't out it against the classic curnes INTO THE VOID RAWER

game, complete with a research tree, colories to braid, ships to design, and planets to congrer and develop Your empire is divided into the usual cate-

standard space strategy

ACO. SMB RAM (16MB recommendad). SVGA graphics, 20MB hard drive space, 2x CD-HOM drive, DOS 5.0. Multiplayer Support Modern (1-2 players). LAN, PREM (1-10 players, 1 CD per player). facilities, and military component. Designers: Adrenalm Entertainment

Price: \$49.95

Minimum System

Requirements: 485000

Pehlisher: Playttetes Costa Mesa, CA (714) 42B-2100 www.playmatesinteractive nem Reader Service #: 333

gones food, mining, production, research, shapbuilding, land-based military, and emonage. You manage each planets workers by assisting them to the various facilities within each eategory. Most of your progress is technology driven, as new discoveries

allow you to build more impressive ships, LET THE DEBACLE BEGIN There are a number of mees, each with its own characteristics, sleffs, and weak-

messes. There is a multiauntic race, a firstgrowing more, a technologically-focused race, and an esptonage-focused race.



LIFE Hare is an individual planet management pren I think Though Playmotes touts as intuitive interface, it isn't. In fact, it's clumpy even when pared to the three-year-old Mysrca or Deco-



WATCH FOR THE KNIFE, PAL Though I'm being foundly either than sneaky here, lists Ties Visio does have above per espionage options. Of course, this doesn't make up for the rest of the game.

Who thought that this was cetetral? On that namers would want to shell out hard-earned money to buy yet another space same that really offers pothing new? The only interesting feature this same offers is the somewhet more diverse range of espionage options, but they can't compensate for an otherwise dall and extremely repetitive product

On top of the well-worm subject must ter, the interface for ITV is clamsy and involves far too many commends that achieve for too little. Controlling planets and resources isn't intuitive, and some menus, such as ship design, are in strange and unrelated areas of the overall meno The marrial is also very, very weak; although this is compensated in post by an online totorial. As a gamer who actually Mes to mod the mount, though, I can't help but feel ripped off when information energial to playing the game early be found in orini

INTO THE VOID runs in DOS, but it functioned relatively well in the DOS window of Windows 95 No matter where I leaded the same, though, I couldn't get the sound to work.

THROW IT BACK INTO THE ... I can't thank of any time when thes

product would have been a success on the market. It was surpessed by MASTER OF ORION three years ago, and may even suffer in comparison to MOOs producessors. When compering INTO THE VOID to the current state-of-the-art space games, I can find no reason to recommend buying it %

PARREAL - Only for those who need to have the complete space trategy game collection. PROS: Some Interesting explore options; my copy didn't impparabl

crash my hard frive; I got pold to play it. COMS: It's efere. It's been

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in, e ar effed linner NRMITER is a regulard institut flashing (abuse), in 16 often switches are de popping of der register fellos.

CIRCLE READER.





# Preemptive Cloning

The First Launch in the Real-time Space Race Is Not a Winner

by Martin E. Cirulis

t the time of this writing. MASTER OF CHION II is in the midst of a third, disastrous patch, and most spaceploitation fans are pinning their hopes on Strzenik StarCraft, a. game that promises to bring all of WARCHAT's speed and playability to the sel-fi wagame arena. But while we're all warting for STARCRAFT, someone else lus managed to meak their own WARCRAFT-to-space close off to market GT Interactive may have bestern Hiszard to the punch by a few months with Sizus COMMAND REVOLUTION, but considering the quality of the game, I don't think ambody will remember it by the time STATCRAFT ships

SPACE REEFS?

The bireest problem I have with SCR is that it isn't just the WANCEWTANspace, it is WuiGRAT-in-space. The designers haven't done anything to make this feel like a space game, except to have stars in the background testead of dirt. Call me a little anal retentive, but I have major problems with impassable "teman" in space. I am not talking about planets or moons, but indicalous walls of "solid" astronds, gas, and crystal that force your ships to wind along ultotic paths and face utterly artificial bottlenecks. I can accept the premise of space tensin, but to make If improved in to drive, set open to a

weapon's fire. Is just shooty some design. The sest of the same is your basic real-Publisher 61 time, resource-eathering warrante with Interactive nothing very original to recommend it. New York, NY There are four different races, but their (212) 726-6500 only distinctions are in equipment and www.etinteractive.com Reader Service #: 334 now material needed to build their vessels.

Research to this pause is just parking your mothership most to a research station until you "learn" how to build each meek ships

The compaign game is a senes of battles that take you through a very basic rebellion story. What is different in this game is a somewhat non-linear campaign that lets you go on to the next mission even if you don't fire hithe current one Each map is connected to at heast one other map by a travel gate, so If you can't find what you need to win one buttle, you can so through a gate and try your lock in the next battle. Unfortunately, only your construction ship and your stored resources towel with you There is no authorine an unitop-

public armada in this gome

LOOKS: 1, SUBSTANCE: 0 While there are some cool hits to SCR, most of the game is just too poorly thought out and badly balanced for me to recommend it. I could consider it a quick-indirty treat if not for the stupid space reefs dragging out the see-

natios, and the very European sove-game feature, which only allows you to save when you enter a new map Considerar that some bettles can take an hour to complete, busine to restact from the beginning in the case of an

infrasion or screw-up is just unacceptable. STALCOMMAND REVOLUTION distineatishes itself to only three ways. It looks very poetts, it is bug-free, and it be at STARCRAFT to market. While it does have a nice network/Internet suite, there just isn't enough effort put into the rest of the game for that to matter &



CE BOULDERS One ridiculous aspect of the spacewar is these impenetrable rocks. You can't by over them, unstead you have to wind around them in maze-like fashios. Who ever heard of such siliness in space?



MY Here is the mothership, the basic unit for building structures, harvesting resources, and learning technology in Swa Conswap Revoulings.

> APPEAL: Only for the real-time natics who need that early PROS: Nice prophics and multitruer outions; some cool ships;

COMS: idiotic parrifferes et elity to dub war: lousy say



Minimum System Requirements: 456/66 (Pestium recomment act. 16MB RAM, 50MB hard drave, 2x CD-ROM drive, 2x CD-RDM drive. SVGA graphics, DOS 5 0: supports Sound Blasten competible sound cards Multiplayer Support (1-4 players) Designer: Metropolis

CCW



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# **3D Gunsight**

### MUZZLE VELOCITY Turns Wargaming on Its Tread

amers suffer from wortline to be both offi oers and erunts simultaneously Most strategy garnes that attempt to address both aspects fail to properly balance the two points of view. Yet the latest entry in this genre, Muzza r

VILOCITY, is so enthusiastic that it largely succeeds despite some flows MV features real-time game play, and begins at the combat level on a latter

strategic map with flags for goals and obstroet shows for other terrain. Smaller, customizable screens that can be seen with a left elick provide unit, terrain, and tactical information, as well as a reconman. A detail screen allows the deployment of sauds and the creation of reised-type units. Units represent soldiers. sircesft, and every major vehicle type from teeps to tanks, along with all major voments. Artiflery isn't ignored either, and spekides everything from mortars and AT

to anti-aircraft and lone-range ejeces. You select units and they roll toward objectives containing hidden enemics. The range of orders you can give is limited by which rank you choose. Sergoint mode allows only movement orders. while Ceneral mode allows the entire



array you can follow a unit, attack, dealertransported infantry and choose between four different bombasiments

### FIRST PERSON DEADLY When you consmand a vehicle or sol-

der from a 3D first-person perspective. MV really comes to Me. Keyboard controls make movement and combet simole. A blinking arrow is a guide to nearby enemies, which your soldier can ensue: with a submachine gam or arenades. The consenter opponent is more

skilled and vicious then the typical 3D shooter, fortunately, the Al for your fellow soldiers is good enough that they help you out. The many kinds of trees and buildtoes some as both obstacles to be side. stepped and volumble cover. When driving a vehicle, not only can the speed and direction be easily controlled, but the vari-

> reticule that also shows the DESCRIPTION

our runs can be firrd via a Those who assume that

the 3D first-nerson aspect reduces this to areade will min cert on MVs streets. tion of combined arms taoties Vehicle models an very accurate, and armor and weaponey function properly, for the most part Sherman tanks stand no change assent the front of

a Tiger but, with careful maneuvening a short range side shot may work Infantry can be squashed under treads if Partaerfausts are not present

CHINKS IN THE ARMOR

There are some dis-

cornancies however. The unit scale seems

too small for the combat area, soldiers move at the same speed all the time and carnot fall orone, smoke menades and shells are not modeled, vehicles connot so bulldown, and field fortifications aren't

shown. The winding nature of European rates is missing, and buildings can't be entered or used by univers. Oddly, the inhabitants seem to go about their business as if their hornes weren't being reduced to rubble. Large spenanos tend to be too busy, making the combat@ntperson dichotomy technia. There is no explanation of morale, although units do sumender Vocal reports on the overall sit-

uation can be distracting during a tense first-person encounter And where is the malti-player support? SHE rice touches each as the variable time compression and the visceral nature of the 3D olas; will keep partners coming back to this after they've fired of many other real-time warranges &

PAPPEAL: For 3D shorter and real-time strategy feas PROS: A neat hybrid of two or es; fast and fun, with better Al than est real-time pames; poed tutorits: over 140

to busy, with



mended), 12MB BAM. 20MR RAM, SVGA graphics, 2x CD-RDM, mouse: supports Ensony, Sound Blaster 16 and AWE32 Meitiplayer Support:

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# 3D or Not 3D?

The Big Three of PC Sports Discuss the New Dimension of Their '97 Lineups

f you're a hard-core gamer, you callow life on the cutting edge. From gudder pedals to ISDN, if there's a hot now hardware trend. vonire there, and you have the credit card bills to prove it. You'd rather end up as wall pizza in a DOOM DeathMatch than spend life on the wrong side of the tech curve, right? So, with scentingly everyone

from Bill Cates to Letsure Suit Larry going gags over the gunting potential of accelerated 3D graphics, you naturally don't want to be left out. You feel the urpe to refuree on a new 3D video cord 16 okw

we understand. The question is once you've runk your car payment or your mot canal money into that know new 3D hourd white are you going to do with #7 At press time, it wasn't easy to find software that knew how to make your new toy rump. especially if it's aports games that punch your ticket. The

tiffes that have been available so for have, in fact, displayed distinctly unsportsmentile conduct Surr. you've blasted your way through the sturningly enhanced had axes in Ottoo: Cl., or newlups you've felt the bottom drop from your stomach as you rolled your A-10 into a bombing run in Sierra's Rendition-consble services of SHENT THUNDER But what soule really longing to do is blindside a halfback in elostous 3D, or tack a hunging slider over the ky at Wrigley Perhaps it's a amphically enhanced comer kick to a soccer sim, or a obstace to uncorek a name slan

shot in NHL 97 that foels your sports fantasy Don't sweat It. Go ahead and add that 3D card to your system. To steal a physic from one of the all-time steat sports movies, if you buy it, they will come

(the 3D sports titles, that is). To bring you the inside scoop on the future of morts 3D. CCW/mcked down the movers and shaken at several major sports game publishers. We found that the companies were edging eachiously toward

frequented between the S3 and Rendition chip sets. On the proces side, everyone loved the 3Dfx boards, and the Power VR received high printe as well.

YOU DON'T KNOW JACK David Grenewetzki, Accolade's executive vice-president for Product Development, has good and bad news about the Just-released LACK NICKLAUS 4 (see pritow this issue) 3D, hindered more than a little by market

"It doesn't offer support for any of the

PLAYOFF BOUNG After coinsing last season, Accorde should be back among the heavy differs this year with the 3D-enhanced and fully Somed Hypoxys B

forces and long lead times in game development. Some top sports titles were too far along in moduction to incorporate substantial 3D acceleration Others were still on the bubble as to whether 3D hardware support would find its way into the mix this year or next. Still another pressing: question involves chip support With S3 VRGE, Rendition Virile, 3D5 Vindon and others all competing for market share. support is a critical issue in any ourchaung decision. Here ton, was a lack of industry. consensus Opinions on the low end cards

3D cards," says Crenewetzki. "That was for a couple reasons. One is that we have a really fast rendering engine in IN4 already. Golf is the kind of sport where we might get some benefit bet the not as notice. able as it might be in other products. Given the schedule and the competitiveness of this market, we decided to just so abend." The good news for golf farm

is that Accolade has

IN5 projected to appear in early 1998 with full 3D support While IN4's lack of 3D support was a bit of a sand trap, Accolade expects big. things from the upcoming HARDBALL 6. In addition to the name's turns to Windows 95, it will finally add Major League Boschall licensing and 3D. HB6 is expected in stores by early summer and supports Microsoft's Direct 3D standard, it also offers hardware support for what Grenewetzki terms "the important eards." While exact 3D eard spees

Companies are edging cautiously toward 3D. hindered by market forces and long lead times.

STROKE ME Storra's upcoming FPS: Co.F eachurs the standard motion-captured orifles for 30 players... but 30 appell eration will only be avalable via a patch after the

came ships



GOLDEN GLOVE EA Sooris' TRIPLE PLAY SE WILL be the last of the compony's major sports releases to reaks the conversion to SD. The PC yes sion will follow the PlayStation release this gammer

esecutive mentions Power VR, 3Dfx, and S3 ViRCE as block candidates. And support is a key issue that's being kicked pround at all of the same companies After a football vapor-lock last year,

Accolatic is printing its goditon hopes on NFL Lexenos 98 Genewetzki can't commit himself on accelerated 3D support for LEXENDS, since much of the work on the same was consoleted for last work planned release "It will probably be a coadspecific sendom," he says. "My spess is that we'll pick two cases, probably the \$3 and one or the other of 3Dfx or Power VR."

### **FRONT PAGE NEWS**

Diference you can't talk sports estuing without calling on Sierra. The publisher of the FIGNT PACE SPORTS games has its own peopler stake in the hardware side of the 1D market since it moders the Severnici 3-D. a Rendtton-based accelerator Scott Faser, product manager of the Screamin' 3D, fields questions on his finn's move into 3D running. The big news is that FPS BASSETBALL will debut in 1998, and will feature full 3D support. Sierra's upcoming FPS GOLF will not ship in accelerated

form but a downloadable 3D patch will be offered shortly after publication. What about the Sierra mainstans, FPS FOOTHWIL and Boseman 2 Both will appear later this year, but their graphics are still in the planning stages, occording to Fasser

"We haven't talked about acceleration on BASERALL," he says, "There are some 3D features that we're looking at." With FOOTBUL, "It depends on which direction we strip '58." Enser says "Whether we

and do some feature-tich stuff." Fans of TRUFFIT BASS 2 will be disappointed to learn that no 3D support is upcoming, but Passer mentions plans for a free feedback outem for jourticles and en add-on for TB2 that will include new lakes and new species. Hey an uperado runs through # Fasser is unequivocal in expressing Stona's comporate enthasiasm

We're interested in doing as many accelerated summs as possible," he says. Especially as sports games move toward true 3D. You'll see a lot more sports titles come out accelerated because it helps the frame rate and the look oute a lat."

for 3D acceleration.

Not surprisingly. Sierra titles will supnort the Republican chin either directly or via Direct 3D. Fasser is yet another member of the 3Dfs fan club, and indicates that Sierra will also support the high-end chin While the FPS titles have migrated over to pative Win 95 mode. Fisser notes that DDS-losed games roughe direct chip support, since they don't access Direct 3D. This is an insportant consideration for Sterra, whose Papyrus subsidiary still favors DOS for its ricing simulations like NASCAR 2.

### IT'S IN THE 30 GAME. Ric Neil, one of the producers of

MADDEN 97, tells me that EA Sports hopes to support as many chip sets as poswhile while at the same time avaiding turnng off potential customers who don't have an accelerated 3D board under the bood. "If you have a 3Dfx or VRCE chip set you'll get extra eye candy that doesn't real-

by matter for namenlay," says Ned, "Maybe you'll get selcline people or cheerleaders, or a better rendered stadium. But asmepky will still be good on lower-end machines. Until they become a standard, we don't want to be packaged with something that says our product only works if you have this particular cord." but to show how fluid the whole 3D

issue is. Neil indicates that his counterports on the NHL side of the house new actually release both accelerated and nonaccelerated versions of their leading bookey stm. Nell also says that the '98 versions will see all EA Sports titles not only supmoke the his immunities 3D, or polish it up nort 3D acceleration, but also move to Win 95-native status. And, just to make it more interesting. Ric whopers that previously areade-oriented MADDEN 98 would

be making a move onto Siesra's turf. "We're eating to start braing to compete with Excest Pack for the fest time," the producer says. "It will be our first experiment in a strategic sports game. We'll have the action game stronger than ever with uncorded enables, CrlP support, and four- and eight -button (oystick support, but you won't have to use the lowstick to play the same." While Nell remains mum on specifies, all signs point to a fascinating year for sports gamers. %



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### sim·m.l **The Coming Sin** Renaissance

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way and more gamers get the chance to experience what it's like to fly with - and against - a team of human players, playing against the computer will just be considered practice mode.

### LOGGING ON

One of the birecst bassles facing potential online pilots is simply connecting successfully with a game. When playing board sames online, you often have to deal with contribution or the redetermining your IP address, or you're forced to metall and force out a thirdparty utility such as Kali to add Net support (agenta siene soch as Are Wyseros II

Eidos is re-entering the simulations market with an all-encomnassing strike force. In addition to Fives Neumans 2, the online Consisses Key, and Trees. APICHE, the company is also working on JSF (Java Street Fromen), a simulation of the new attack aircraft being develcoed for the USAE USN, USMC and UK Royal Navy. While the other sims in the line-



NO PRESSURE Microsoft's Figures Ace, will feature an option to pay by the day or by the month, so you won't have to watch the clock ficking as you play.

and Wistourns already make eething online a fairly easy process). One solution is the "lobby" approach, where a Web page is used to match-make multiple copies of a stand-alone sim. At that point the Web page hands off control to the bost player and gets out the way Lobbies such as Microsoft's Internet Carning Zone (www.xone.com) will also set as one-chek entry points for online sums, such as Microsoft's vincerniste

FIGHTER ACE, Some games, such as

up are targeted across the range from beginner to expert. JSF is aimed more at the action simcrowd, and should feature play similar to NovaLogic's F-22 Lightness III, but with an even more advanced graphics engine. Dddly, the development team has chosen the McDonnell-Douglas entrant in the JSF competitionthe plane that lost out before the prototype phase began.

MacroProse's Eucon 40 and CONFIRMED Kitt. will take adventage of the front-ends of granting services such as Ten to allow for easy matchmaking and setup And book for to use LMorie

Interactive Marie Online (formerly ICL creators of

Wysuspel in a central point for houting its boxed stens, such as rF-22 RAPTOR, online. Many of the syns slated for the latter half of 1997 will give you one offick access to Internet games without need for any outside help. For example, Endor FOXING NICHTMARKS 2 face the proview this issue), works much like the OSPV or his desirred for Ottage.

"It goes onto your TCP/IP link and begins looking for the unique IP address that the FN2 executable generates when you start a game," says producer Bryon. Walker "Every same that's active on the Internet will be shown here It will colorcode those games green, vellow, and red. showing what the average connection time is to the machines on the Net." it

doesn't get much easier than that Another obstacle for many potential orline gamers has been proce, with the hourly charge clocks constant ticking in the background potting a big damper on the fun Like Eides, many producers of boxed stres are observing free online play for their

By the turn of the century, you'll only play off-line to practice for the real challenge.



change by the hour, but by the month While Engage is changing by the hour, Ten offers a flat fee, and the advertiser-supported free names available on Minkwer are sure to cause pressure for new pricing models

### GAMERIAY ISSUES

Lack of structure has been another obstacle to multiplayer stamming. Most sins just deep you in a head-to-

head free-for-all. The deathmorely ansense his contamb fun for a while, but eventually you begin to crave variety. Certainly, the most fun I've had in WARREDS and ARE WARRIOR worn't during solo combat runs, but rather those times I got together with another group of pilots to fly a saudron-level attack on an enemy article However, for the most part, it's been up to individual corners to take the influtive to create scenarios

and olon enous events

Look for the upcoming coop of multiplayer sints to give you fee more significant enals in the skies besides "blowing up everyone else" Perhaps the ment vientificant of these is FALCON 4.0. Designed as a multipleyer game, when you play solo it's actually playing the same some as multiplayer mode, but with the computer flying all the other strough Players can even plan missions together.

Other steps, such as (F-22 RAPYOR and DID/TEXE.22 will offer Contare the Flas scenarios, whose pilots will work as teers to curture every arbases. Some genes will offer even more chaborate sceturns, FINN: NICHTMARES 2, for instance, offers not only a complete mul-firms. bernun-communiced strategie battle, but

also a variety of victory conditions that wff. allow sames of varying length and difficulty For a short extres you can play King of the HML where the team that has the most units in an objective area for the longest time wins Another option confers vic-

lory on the first team to destroy the enemy's headquarters. If you're really in it for the long beal, you can play until the last unit is dead (If all your arough are destroyed, you can still try to defend your base using 20mm AA gurus-essentially File trying to shoot down Hanters and

Cobras with a Ottoox not gun.) FN2 also includes units with capabilities inflored to making the multiplayer experience more exciting The Oulek-Fix is an EFI-60 electronic worfare beliconter

which same FM and VHF transmissions. SOIN MUSTIN CARRA GAR

SMART SEARCHING Forms Normovers 2 will automotically

search the internet for other FN2 games, making it easy to find offset players to fattle

Placing it pear enemy units will prevent the commandant from issuing them unchited orders. Expect EH-60s to be primany targets of enemy Homers.

Next up on the target but will be the E-2C Hawkeye AWACS alcoraft Knock these cust well the enemy will have to rely. on Honier eaders and unit bres-of-uitht to detect your aircraft. And to really customize the environment, the game's creator can choose to make some unit types - such as AA guns or Harmers -nuc or unavailable

### THE WEENIE FACTOR One of the most frustrating problems correctly playone multiplayer sames is

what to do about the warnies who got their kicks ruining games for others. It's amorying in a fantasy same like DVALO: it's infuriating when wrong trying to

inamense yourself in a combat simulation Wassurers has a simple solution for taking care of the player whold try to shoot down his own countrymen -- any shots on friendly arcraft damage your own instead. In Air Worsen's 2, shooting down two friendly obsides means no

ammo for you for 24 hours. FLYING NIGHTMARES 2 will be one of the first hourd says to address the weenig factor "If you're the commandant and you've got a player who's acting like a mores, you can reprimand the guy," says Walker "Basicully, that gov takes two min-

otes in the negalty box, and sets a screen of the commander chewing his offet out." If the offets being a total jerk, you can expel the pilot from the game, as long as one other player also yotes for the expolsion. Each copy of FN2 will generate a unique ID for itself, so an expelled player wors't be able to sneak back in under a new name - the commandant will have to one approval before hele unbarred

### TUNE IN, LOCK ON Stay tuned for many more

the incentive to rescue him.

Improvements in studiolase r riese Fortintence in Wagners t's too easy to take off and shoot down the pilot who just shot you down Look for game design changes to encourage players to tey to keep their pilots alive. If a downed pilot is captured in FN2, for instance, the enemy learns. where your HO and airfields are. There's

The two bispest restrictions are still latericy and Internet delays, both of which can result to warning atrendt and untimely disconnects. But, as we speak. there are plenty of new hardware technologies in the works to address these meblems. So now is the time to start burlgeting for the installation of that second phone line - once you're bitten by the multiplayer sim bug, there's not noting to be any sping back. %

Winston is such a girl. Always opting for diplomacy when he could just bombard his meany from space with orbiting dreadnoughts.







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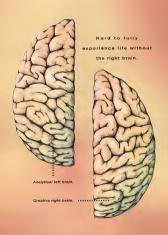


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# **Extended Action**

Updates, Add-ons and Hacks for the Top Action Games

you've been thumbing through these pages the nest counte of months war have probably noticed that the action column has been MIA, Well, that's about to end Flavine soundly and consistently destroyed every other CCW editor in Occurs I've won the right, as action editor, to start a column that will brone you the latest news and thoughts on the action genre

This month, our cover story is giving you a sneak neek at the new wave of QUIVE killers that will take action entrains to a whole new level in the mostly in come Bet what do use do not lithout With the exception of INTERSTATE 76 and the QUAKE MISSION PACKS, the hot

comes are still going to be Toom RADUR. QUIVE, and DUKE NUKEM 3D (we're still playing QUUE every day here at the CGW offices). But odds are that works already finished the game that come in the box. Feer not though there is more to these hot games than meets the eye.

### QUAKE ON

QUAR: is the king of extendibility. There are dozens of backs mods levels. monsters, and entire new games for OUNCE players to experience. The best. most complete nurdown on all of them costs at the Shoute Central Web site at www.alinesteccotrol.com. This is the comprehensive QUIAN site, the one that id swears by, and the one that American McCoo, OUNE level designer, calls the "Yahool for Otyke:"

The site is well opposized and all-inclusive, with listings for every new level, monster, weapon, or other back ever created for Ott use, as well as detailed infor-



A SECOND DATE TOWN PACON fairs can expect an enhanced version in late June that picks up where TR left off. The pack will festure several new and more difficult, levels set in Atlantis



QUESS This is Quive choss, with Quive monsters substituting for the regular places. There are other games out there as well included Dusco Bury, a driving game, and DiSocore, a specier rame.

mation on how to actually use the stuff The site also has a search engine for hunting down specific Otives hads. Among the cooler items available are Threewaye Capture the Flag, and the Severed pak file (a way of playing OUNCE where you can dismember your foreids-one extremity at a firme. You can sample it of your own. peril on this month's CG-ROM).

Aude from the coel backs, there are also entirely new games to play using the OUNT engine Take, for instance, Otrus: RALLY a OUNCE driving some whose you can race around tracks or load weapons onto your cars and start some vehicular DeathMatching Something more cerebral chess pieces. Instructions for how to play these and other games are located at Shoote Central Combine this new October material with the Mission Packs (reviewed in the OUNCE add-onroundup in this issue), and you should have okenty of samine to occupy you until the next wave of prest action games hits us. BEYOND TOMB RAIDER

is QUESS, a chess game with

QUAR mensters in place of class

TOWN RADES, unfortunately doesn't have anything in the way of editors or source code for you to tinker with to extend the life of the game. Right now all you can do is surfithe Web for sendy pictures of Lam Cost Housest Town RADER fans can minion, because soon we'll be seeing TOMB RADGE. UNTING HID BUSINESS AN EXTRA ston pack with additional levels and

### DUKIN' IT OUT

Like QUART, DUNK is still pretty high on the playing lately but However, it doesn't have neady as much in the way of new levels and hacks. However, there are diligent DUKE first churning out some good DUKErelated material. Check out Advending Vaulti DUKE page at www.elitegames. com/duke3d/, which is one of the most comprehensive sites for Dutor.

maybe some TR2 teasers

So, while you're waiting for the next genention of sreat action games, you can still go back to your favorates and have a great time, thanks to add-one for TR and QUACE. and sreat backs for OUVEE and DUEE. Until next month, I'll be playing some Quess and huming rubber in 1-76 %

66 With the exception of

INTERSTATE '76 the hot games are Still QUAKE. TOMB RAIDER. and DUKE







and Duss Sterns (Socussed here can be nd online. You can start at our Web site Ing.com. Alse, the Severed pak file in Quive is featured in our custom Quio level on the CG-ROM.

How Do You Stay Colm With A 7,000 Ton Nucleor Predator Listening For







INDERS YOURSELF IN THE ALTERNATION OF SHEELER OF ALL ADMINISTIC SHEELER OF ALL ADMINISTRATION OF THE ALL ADMINISTRATION OF







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# **Silicon Leader**

COMPUTER SQUAD LEADER IS Finally Marching on



bridges over the Robr, or Russian streets reduced to rubble. John Hill's 70s masterpiece emphasized morals, traving, and flan in a way that makes games such as CLOSE CONSINT pale by comparison it was difficult to learn, more so to master, yet the fleebility and depth of the game made it the

sistem for simulating straid-level combat. Despite its dounting complexity, Squad Leader become husely popular outside the small circle of hard-core warranners, a tebate to its unique style and focus. Building on this cross-gone popularity (even adventure gamers found the roleplaying elements fascinating), allowed Sound Leader to sire a number of sounels. These in turn became more abstruse and complex with each new release, to the

noint where the system threatened to col-



lapse under its own weight. So, led by Bob McNamana (now at Talonsoft), and develcornect may Don Greenwood, Avalon. Hills in-house staff redespoed Squad Leader from the ground up. Advinced Squad Leader (ASI) was an anneeliste success. To date, the series (including the original Sound Leaded has sold over one million units, with new add-on modules

### appearing armselly. ENDLESS LOOP

Squad Leaderwoold seem an obvious choice for a computer same, since even its boardsame unit sales mal those of the SMICITY or WING COMMANDER series. But when the Assion Hill computer line was jump-started by Jim Rose four years

ago, tackling a project as huec as ASL seemed too daunting for their trittal line of releases, Ironically enough, one of the first designs commissioned was THREE REACH -- a similarly complex project that took three-and-a-half years to release - so, in retrospect, AH may have made the correct decision.

Buound by the success of the WORLD AT WAR series, Atomic Cames contracted with Avalor Hill in 1994 to develop BEYOND SQUAD LEADER, Abomick concept was that all of the data in Sound Leader could be translated to the computer, with the added tactical considerations of real-time play. While the final product did sport a psychological model, it had little. If mosthing, to do with that of Sound Leadez The morale system over-emphasized the negative aspects of combat

without really allowing for the positive aspects, such as heroism in the line of free Of course, everyone knows by now that REYOND SOUND LEADER metamorphosed into CLOSE COMMY and was published by Microsoft, not Avalon Hill. Rather than go into all the legal ramifications and seculminations between the nurties tracked (which would make a

Forget CLOSE COMBATreal Squap



### BLITZKRIEG (AVALON HILL)

Evidently, when Atomic split from Avaign Hitl. AH retained the rights to Worso At Was. The next in the series will be Butzxxxeg-no relation to the old AH boardgame-developed by the appropriately-named Grognard Simulations. SSI is increasingly moving into the fast and furious real-time strategy gence. Following the success of their own War Wino, SSI will be distributing Gametek's DARK COLONY, SSI insists, however, that they will still develop turn-based games as well. ++Continued on pg 193



column in and of itself), suffice it to say that by the time it was published, CLOSE COMEAT had about as anoth to do with Squad Leader as the WORLD AT WAR version of Strungsup did to the 1964 Staffwayad boardsame (at least both of those were

turn-based). Now, expics will say that Ketth Zabalaoui, Enc Young, and company at Atemie never intended to do a real Squad Leader for the computer, and were simply using the ASL license to further the commercial success of their own design. If so,

they had only moderate success While CLOSE COMBU did respectably it fell well short of HARROCPG sales, much less those of a renoway hit such as PANZER CENTRAL; and, if came nowhere close to the numhere sold by the Sound Leader of CLOSE COMBAT II addresses a lot of the fallings of the first game, and Atomic

boardsame series. What we've seen so far seems to enjoy working with Microsoft. But them's little question that as the senes

### The Squad Leader Series

A Tachon, epinyable stasterwork Cross of Iron More Tanks, More Fun

cendo of Do messive into fitten len-at

G.L.: Anvil of Victory Over the Too thornest Smuad Lea keys Bureau Trac N Grunts and Shermans, a Blast

Full Russian & German Orders of Bar of Re

Croix de Gue Fall of France, Plus Vicity French ulo Mannesiare Not

Italians (No Snickering, Please low Legions The Last Hun Very Different From Normal ASI

this . North Africa cast Hue une ASL Larger Hoses, More Miniatures Feel Solitaire ASL ony our five Cinclustins



Moylan undentends the challenges of

continues to develop, it will have less and less to do with Sound Lender. AS THE ASL TURNS It comes as a breath of fresh air, then,

that Avolon Hill is planning once again to convert Squad Leader to silicon. With speculation running rempant, we checked in with Charlie Movlan on the unique challenges of designing Cost-PUTER SQUAD LEADER

One of the

scenarios

hundreds of

considered for

Sound Leaner.

inclusion in

COMPUTER

bringing a complex come such as ASL to the computer His most secent game, OVER. THE ROCH, is filled with the same clever combat watern and realism found in LD.

Webster's oriested boardenne, but the mechanics are for simpler, thanks to the elegent interface. Movian believes that ASL can be brought to the computer in Similar foshion. The simplest levels of the correwould be very accessible, even to a planes only familiar with use PNOTER CENTRAL AS the most difficult level, all of the complexity and death found in ASI, would be wetlable. but would still be simpler than the boardgame, because the processor can hundle

the complex calculations

Movian is determined to capture the mastic of the original, but is quick to add that anyone "who insists on six-sided dice miling on the computer screen" should stick to their owner shrines. According to Movlan, "A lot of the complexity of the boardsome comes from this detailed tactical simulation before forced to fit into a besgrid format, Because of this, there are exceptions piled on exceptions. For example, there are nearly two pages of roles on how to move a vehicle between two buildings that coexist in the same hex, and all the

line-of-sight and fire-combat-modifier

nightmares that result from performing what should be a simple action moving a

HITDORF ON THE RHINT 1 2 3 4 5 6 7 8 9 00

here's no way that Consume Sound League will appear before 1998. if only because Charlie Moviso must first finish Administ Serges. We've also discovered that he and J.D. Webster are hard at work on a Pacific version of Over the Reich, as well. When I ask Movian how he could possibly work on two projects at once, he replies that, "A lot of ASE will be hard and fast coding, since the design is so complete, with a number of populant scenarios alexady in existence. With the Pacific air game, I get to actually design some scenarios, so it will be a breath of fresh air."

### ROAD TO MOSCOW (ARSENAL)

ever for a warrame, which most be why it isn't shinping anytime scon. The scale is primarily to blame: the entire WWII conflict in Russia is simulated on a strategic level, all the way down to each company? Even when the code is optimized, it's unitially that even a P200 MMX chip could enunch this vast amount of calculations in any reasonable length of time (and we won't even speculate on how well the Al might perform given these restrictions). While it may disappoint Assesse,'s lovel fans, we believe that president Jm DeGozy is taking the right step in attemption to revamp the product before release. Among the many

Rose to Moscow is one of the most ambilious designs

solutions being discussed is to convert the game to a more manageable battation-level scale.

### **NEW SSG TITLES**

SSG is back with a vengeance! In addition to their upcoming Warrongs III with Broderbund (see the sneak preview this issue), they are also well into designing Reach FOR THE STARS II for Microsoft. But. the big news is that The Last Burzones will be distributed by SSI as Decisive Birrius of WWII, planned as the first release in an onooing series

SID MEIER OUT OF THE CIV GAME? If you're wondering why Agents or Justice is delayed, it might not be just because of MASTER OF Druck II. Steve Barcia is being asked to carry the creative torch for a lot of MicroProse's franchises. Scheduled projects for SimTex include Master of Marac II and evidently, Caraczanov III. The latter may not have Sid Meier's name above the title, because, according to Sid and his lawyer, "I have my name back," for which Firaxis is undoubtedly grateful. Even Avalon Hill has a sol-fi strategy game in devel-

opment, TaxkWars 2020, which combines turn-

based strategy with areade-action Virtual Reality.

tank between two buildings. We'll replace a lot of this with more 'scal-world' alcorithms. and all of these country commutations will be bundled by the computer. So it's more scalern with less bassle for the carner

### BUILDING A CARDBOARD BRIDGE

COMPTER SOURS LESCHEWITHE tum-based. While Movian isn't averse to no inflative-based system as in OVERTHE RESCUE he worsts a different feel those in STEEL PAYDURS "You want the informafrom in the same to be occurate, but if the flow of play feels too frantic, you are some. to lose a lot of gamers. Also, we've had a lot of people asking for enad play, which doesn't work well man phoned-or initiativehased watern." ASL is a complex game, you can't frantically throw units around as you would in COMMAND AND CONTRUE. because your squidk aren't cannon fodder. So, the decision to go strictly turn-based makes good sense. And there are those handwale of thousands of bourloune owners to consider, meny of whom assuedly own computers and who will be

expecting turn-based play.....

ASL was one of the first board

wirelenses to offer a good computer some with Red Barriesdes The computer game will carry on this tradition, with all of the tedious record. Levoire chores farmers. tions, experience, recruits, wounded soldiers, and so forth) once again handled by the computer. It's unfikely, with the number of top-notely scenarios published by Avalor Hill (with more appearing every few months at AH's magazine. The General, that COMPUTER SOUND LEADER will consist of only one product Rether it would seem to have the periontal for a franchise line, with games covering each theater of war, much as the branksame series does now This would still mean that each game would have dozens of scenaros and multiple cons-

pages, all tied to a central theme. In addition to the strong Al for which Modani sames are known, the correct plan is to support both email and internet also Far from being intimidated by such a danntme project. Movian wentlessed about the opportunity to breathe new life into a classic extrees "The encluring success of ASL is that

no other game shows quite so well the differences in doctrine, toloine, and rastoment between the various armies of WWII. A Welmoselst sound is differently equipped then a U.S. or British squad, and each

voliceably requires that you menter different tactics. Our goal is to custore those dynamic differences in a plausble fashion." This recome a welcome lack of ansuments over line-of-sight, or questions concerning the appropriate defense modifier for a tank with open turnet in a savine ofter a medium support a Thready when the proces is full.

While it's true that be doesn't see the unit sales that he likely would with a bigacr company. Movien says that he enseys working with Avalon FMI "If I were elsewhere, I'd likely be forced into doing real-time names. Avalon HMI allows mo to do the type of names I enjoy dring. If hig sales come from COMPUTER SQUAD LEADER, fine. If not. I'm still making a living doing what I want to do, and how

many people can say that?" Those of us who empy playing Moylanis games hope that he continues to follow his turn-based muse as far as it will take him &

### **BUILDING A BETTER TOMORROW,**

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### **GAMER'S EDGE**

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# **Flying Corps**

Tired of Yelling "Curse You, Red Baron!"? Here's How to Shoot the Bugger Down

by Robin G. Kim

he relentless pace of the aerul hattles fought during the Creat War exacted a terrible toll on both sides Yet. dospite homendous cumulity sites (the 'He expectancy of ' un RFC relet in the "Bloody April" of 1917 was less than two weeks), the best flyers not only survived, but they racked up many kills in the process. The styles these top aces used to achieve their specess varied considerable. but generally boiled down to excellence to some combination of marksocowhip, situational awareness, and naw fiving ability-all leveraged by a solid understanding of tactics. To conquer the diverse challenges FUENC COUR presents, you too must muster all these dath. Fortunately basic survival recurres a working knowledge of just two of them attastional awareness and facties.

The High Ground

Among today's fashter priots, there is a commonly held assemblant "speed is life." While this idea was still applieable to the early days of air. combat, in that time period it was superseded by an even more fundamental principal "Altitude is everything "WWI places elimbed slowly and lacked the speed to rise say great distance in a zoom. As a result, a position even 800 feet above an opponent could render you virtually

insmune from attack, and could must you the freedom to engage on

your own teges ... as well as the you the advantage of surprise To maximize your chances of success in a dogfight, always strive

to seeme a significant height advantage before approaching any enemy formation that may contain scores (single-seat fighters) Obviously, you must keep a sharp eye out (or use the puclock views) to used throu from as far more as possible. Climb at right makes to the bogues, or 135 degrees away if they are higher up, to buy yourself enough time and space to sewe the higher position. This is most important if you are leading a flight. With altitude on their side, your wingmen are deadly killers, but they will

fall from the sky like rath if you allow the enemy to bounce them from above. Keep your distance until you are ready to attack. once your winomen decide that they are close enough to break formation and

ensure, you will lose all control over them. Avoid hostile flights detected at much higher altitudes, though this can be unfereble if the energy pursues. One bette that may agt you out of trouble, if the enemy has not yet committed to the attack, is stornly to due away Borres are often both to blow their altitude by diving down to your level Even when they do try it. All pilots frequently rio their planes aport due to excessive speed



The SESa's tracer pottern makes it difficult to see your aim point. Tocoling to and from the fullscreen wew's crosshairs will give you a better feel for the correct lineup.

When you do finally decide to mix it up, always go after the high bandits first -conserve your altitude religiously! It's easy to dive after the rest once you've downed the first target. It's much sougher when you first yourself thousands of feet below the field and facme the prospect of a five-minute climb back up to where the action is. Use high speed hit-and-non passes. for your first few attacks to milk any initial energy advantage for all it is worth, especially when your opponents are flying more maneuverable planes. Avoid steep dives, however, since the rapid acceleration makes control and accurate aiming difficult.

At times, you will probably be forced to fight on even terms, or at a slight disadvantage. These scenarios usually begin with a dangerous head-on pass. The danger comes from both the ask of collision - computer pflots just love to play chicken - and the Alicantitude for making such zero-deflection shots count. Evade enemy fire by diving a be and roking aust before you come into range. Though this will save you from taking damage, expect immediate easualties on both sides as your wingmen and the enemy blast each other to bits on the first pass. This gives you all the more reason to work for the upper hand before engaging - when стеннямнее ретой.

### The End Game

Eventually, most encounters degenerate into relativeby low-speed turning battles, so it is necessary to know how to handle vormelf in one. Toro continuously to a furball to present an clasive target for any bandits trying to line up on you. Coostant maneuvering actually makes spotting them easier because of the way a turn. tends to move pursuing aircraft out of your blind soot. directly astern. However, that will do you no mod if you neglect to look back there periodically. Shoot enemies off the tads of your wangmen when you can, but don't



STRAFING RUN A slow, shallow dive will materiate the time available for you to line up and hose down your ground targets.

### The Planes! The Planes!

aircraft you can ity has a different character Knowing how the

strenoths and weaknesses of your plane compare to the enemy's can make all the difference in a dogfight, and it's important for squadron commanders to pick the right

plane when given a choice. Theries to their

folder Dri am easily the most meneuverable planes-at least when turning towards the right. This remblemess comes at the expense of stability, however, maleng them tricky to the especially at low speeds. These planes, while most at home in tight turning fights, must be handled with quest core. Both the Meuport and Folixer share the dubicus distinction of being the

rotary engines, the Neuport, Carnel, and

potrest divers of the bunch, shedding ther wings at just over 199 mph. Although the Robbyr has an outstanding rate of turn, it's balanced by the Mesport's relatively bigh speed. The

THE NEED FOR SPEED The Stood XIII and SESs both excel at hit and run tactics. Their unsurpassed dive speeds of almost 300 mph mean escape is always an option as long as you have aboute to play with

> Carnel falls between the two, but is unique is that it will hang together even in a prolonged vertical power divo.

The statocory-econe Sood, Albatros, and SE5a don't come close to the acrity of the rotary-engined planes, but their predictable handling make them excellent our platforms. They are the planes of choice for ground attack socties and, except for the Albatros, they're fast encuch to maintain the initiative in air-to-air combat. Compared to its Folder-designed stablements, the Albetros' only real advertisipe is its stability, rendering it a poor choice for most mission types.



isn't very accurate, but it's prudent to play it sale and attack from his blind area behind and below

ease off on your turn for too long unless voure sure no one is socialitie up behind you. If you get locked into a fight terrine field with a bandit, use

ing a shallow diving term to gain some speed and temporarily moreove your torn rate before chinbing back up toward your opponent) to oull lead, and try to neoner him with a deflection shot. A few hits usually degrade the target averaff's performance

### The Battle of Cambrai

In this the other campages, whiching the Tark Battle scenario detinants more than just quoci picking skirls; an effective stratopy is the osterifal. As tasks already only calls is timble: Slow the Exists advance until indivoraments can arive To accompatible this, you must strike a balance between officers and detense white maintaining the health and morning of your sounders.

Arthry is your most point wapper against the enemy in mission tinks, but it is susceptible to arrive strates. Disrupt such operations whenever possible ferrory grouped atticks planes operate individually, at large of the lost fines. Aut optifing close will make one jetsoon its beaths and care often cause a novel to paurie and spin right most legible to paurie and spin right most the ground. Volvill med to shote down those who deart creak not their own to prevent them

Once you have diminished the threat to your artiflery, you will poolsally want to go after the British tanks, (Artholds and depots are also valid targets, but they are so heavily defended that such missions are virtually societied.) Sharthy can kill a tank, but it takes a lot in takes, an one

tombs. Don't count

on your wingmen's bombs for this, since they will be thrown easily on your first encounter with any enemy plane. If bombing is to be done, you will have to do it. Attacking ground targets leaves you witherable to enemy patrols (formations of their or more seconds), so creater nickers.

Secure value for may for the fact or any or the fact of the same of the fact o

for rought if you end up lesting the campage due to expassive casuatires in your sequations. To beep your wingment arise clear the skiss of aromy parties before taking on the bombers and tarris on if you're really hot stuff, if yours missions so'o

Regulating the enemy's ground assault is

crough for you to gain a doctoive positional adventage. Just be ready to throate back when you are administering the coup de gather since the target will decelerate rapidly as its engine losses power. A war-end collision is a particularly medificacie way to score a fulfil.

Matrixing a hard low-speed harn without exceeding the envolved and staling or map rolling takes practice, especially in touchy setury-engine planes. The treck is to use smooth, gradual stek and madder mortions. Although widthe buffetting and flasping rosses will often pressage astall, you can only benefit from this feedback if you approach the said slowly enough to beak off as soon as warning signs appear.

on is a particularly mefficient way to score a lath

Maintaining a hard low-spreed turn without exceeding the envelope
Intentions

Cross the threshold too quickly, and by the time you realize anything is amiss it will be too late to do anything except attempt a recovery.

### It's a Span

This is a state of the state of

form a lightning fast torn reversal that is nearly impossible to follow.

The importance of good logighting skills commot be understated. Nevertheless, it is only when sound tactus and good leadenship help tip the odds in your fasor that you can hope to match the accomplainments of the great noises in Partice Cores. With a title practice, those that we have a good start down the road to virtual down the road to virtual form and allows. So



THE MERGE Always make your opposents pass to your eight when you're ilying a rotary-engined plane in order to exploit your superor maneuvershifty in that direction. Conversely, pass such planes on the left if your strong has a stationary engine.



DEATH FROM AllOVE The All loves steep diving attacks from above, expect an immediate attack if you chance to fly directly under an enemy tomation.



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STRATEGY & TIPS

## MOO II

### Ridding the Galaxy of Silicoids (or Mecklars, or Bulrathi, or Even—Ugh!—Humans)

by Tim Carter

alche congonal hat to be attempted, on till in sociol isoldment on MCD clinteng. Fit can in given by aging in tomabet mode. Thesis ratheng hie a little feasewell Assens topal mentios better more Last morell, a equivated how to brild a siddle and eccensarioshy while compress. While power second to alcheoing stiffly and strength, ware secoral to bening the gene. A surge party or self these begins entaileding, a feet and conducting offerwise operations. Mac con upon part of seconds to regard in six all, through each feet and conducting offerwise years for the general training the symptomic definitions.

respond in kind, thus requiring defensive action on your part.

Cenerally, it's a good idea to have at least two main fleets — one for



PEACE AT ANY PRICE You can usually demand at least one or bio technological advances from an alter race before they will dediate war and sometimes you can also get a week system or two. Also, if they declare war on you, your deploration penalty will be considerably less, and other races will be itses fieldy to but on you.

points a you approach lee point in which you want to begin a move which afting offert. Communications be chosen good and tractors or me call to economically mutularing a significant military force. For defension-purposes, consider researching using historic born and trapter in well. So against will also you to defending you offer only need a possible defense feel, which can shall easily be tracent fine-timed system. And, coming at any feel benefits of a similar between the solid movie, compared planch. For our thing, you can emission you main hards feel to approach with military this proper, were three you have a feel. enemy planet. Also, you need of home your main buttle fleet pook chaig a weak system after it falls to your troops. As soon as you control the system it falls within the protection of your defensive fleet.

Obsciently, you will want to pick your first opponent carefully. You want an occury who is not loo away, but has enough obscient systems to make it worth concepting If you're not sue, do a little constitute of your peoperative executes' systems before making your decision. Once you've decided on your feel whim, levering as many guesties out of hims though people in morns before decimany war.

### Build an Espionage Network

Play your tasks with such more. You should have councily yours built and writing to wrothercody sugar a coince optioning company along with wickspread controls, and you should have enough more in intraports that you have large and also like your limit placed printing you have a proof that you have large received howeving a little placed, therein a your deman that injust placed, therein a your deman the properties those. If you much take has hely high because, you may write the best 36 H days, natingly, with the congress, bulk and speech for the complete A your point of such growth in though to desire the younger or sincillary youts the through to ack.

nefit immerbately after your mittal production is completed. Of course, the drawnide to this aromatch is that you could be forced to defend a kee



Marine Barracks Cost Here: 60 Maint, Cost: 1 Build Time: 10000

Lets the colony train troops for ground invasion protection. Begins with 4 marine units, then trains 1 unit every 5 turns, up to the planet's maximum population. Eliminates morale penalties for

MARTIAL LAW Defense is rough enough Make it easier on yoursell by building marine barrocks for ground defense, especially if you have a feudal or dictatorial government.





GALACTIC COMBINED ARMS

Use a combitation of missal, and but, miscappes to principles on any since include determine Augment your missale only with a statement was and declaring extension from it in the teach field), first as many missales as scenario, and then get out. If you dark depost from to Seo for large, out, each these are with the or five other missales, but maximum to see out the sea of the set statement.

Weapon Londout

Conson Care W Day
Conson Care W Day
Conson Care W Day

Configuration 2

1. Knuttern Elector
2. Jen Pulser Carps

Centporates 3

1. Hestrum Blastiers Groat Arra Stried

2. Obruster/Plasma Rinks Off Trock Ship

2. Obstuster/Plaser Cancon/Mouler 3. Armar-Plancing Laser Canada

phase twith unincomplose face. Cenerally, however, if you keep your diploracy on tack you should have as much time as you need. Make sure you and it waste vehicle production time latting obsolete, weapons that you know with the perfaced as soon as the ship is completed. Me defect to leave a few empty show and then add in the latted weapons during the milding the treatment of the production of the weapons during the milding the treatment of the second during the milding the second during the second during the milding the second during second second

weapons during the sitilisal reliflifactional combast is actually quate sample in MOO II. Although there are a tremendeus number of options available, most of your key decisions will be made at the ship design stage. Once you get into battle, play to the stronglis of your fleet, and don't be afraid by nur away if threes look begeless. lifugenerally a good idea to take a look at your encounts larger alrays at the start of combot to deathly which haps have leaders on board. Many leaders because will affect the entire fleet, so taking them our early will make the rest of the buttle that much easier. \$500, most bacters have seen

### through having superior ships Ship Design:

Specialization Is Key
Multipurpose ships just word cut it in
a large scale battle. This is not to say that
you can't have multipurpose fleets, just
that it's much more efficient to have dif-



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GAMER'S EDGE

task, rather than a single ship configured to do everything. For the most part, bombs are a complete waste of time and effort at least until your enemies have strong planetary shields. Your beam weapons and missles should be more than sufficient for destroying defensive systems—and for planetary bomberdment, if

that's to your taste. In MOO II, support systerm on your ships make a big difference to the effec-

tweness of your main. weapons systems. For instance, there is no point in building beam weapon ships until you have a decent torreting comnoter available. Even ships equipped with the dreaded plasma campons will be ineffectual if they can't aim well enough to hit anything. If you feel you

must go with begin wespons, try researching the battle scanner, which can go a lone way towards boosting your weapons' accuracy early in the same. The same goes for mis-

siles, as optional anidance systems will greatly boost their effectiveness Also, use the wespon modifiedtions whenever you can offord the extra space most provide cost-effective assementations to the primary weapons systems For instance, suppose you have not committed any research to upgrade mis-

siles, and suddenly find yourself facing an enemy fleet that you feel will be susceptible to this kind of attack By MIRVing medear missiles you will eet a chean, high-muset system that ean he hould mmediately. MIRVed molearmisiles do 32

points of damage, while

the much more advanced



zeon missiles only do 30 paints of dan are (until you can MIRV them, of course). This is also a good deal, by the way, so a fast MIRVed five-shot nuclear weapon costs II and takes up II space, while a regular zero missile will cost 15 and take up 16 space



SECRET WEAPON Laser cannons won't get by most shields, but if you expect to have many shield-less shaps to finish ermor-planting lasers are chosp, small, and effective



CONCEALED WEAPON While subotaging your enemies is abvious, don't neglect to spy on, and even sabetage, your altes-especially if they have technology you require



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### **GAMER'S EDGE**

ady in the grim, lone before, you should be thriving about about the growth of the grant of those pricky agade monitors of those pricky agade monitors that grant the really valuation systems. The computer is gustally gritte slow in attracting them, but if

least pome effect. Forget about to an weapons altosother, as they will exeerally activised your firm. Buy hards or missiles, and—Hyu shae the technology—good destablished Both will appromissily in their tempols, a crucial factor before you have advanced comparent rectmons. But is charp, very expendible stops with the maximum weapons and mislatinum celetoress. Most mora and mislatinum celetoress. Most mora and mislatinum celetoress. Most mora

sters will kill one ship per turn white

tility to take on a 10-stip fleet.

riding, but don't have the versa-

quite slow in attacking them, but it will get around to it eventually, so den't wait too long. The trick to low-tech monster bashno is using weapons that will have at

### 10.0

Minks (contry pleased a syrminks (contry pleased a syrson 13 parts for MOOI title
con 13 parts for MOOI title
deformatic system, this row, male
whitely a ceasy as to make the
parts portless. Other than this
strict, however, the year from the
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streamen will be his selective, and
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And of the gains of the selective and
streamen will be his selective.
Selective the selective and selective
during page consider. These changes

should make for a bottle game, withcost airm-centry christene most strategies ordined in this action. The statistice-droves after hinch, between, smaller fait, your systems most be offerficially a strong last. Plansing offerficial faith, yearly veck, with the completing violaticus again the hupe allow flest the complete files to send against your horse systems. It poes without aligns that you should titlick as much as possible to other to last advances of the one.

Another key factor to keep in mind. when designing ships is that your weapons will fee in the order that they are placed on the ship. This can have important similications for the overall effectivenew of your strips in combet. During tactical combat, for instance, it's not unusual to don an enemy shiely shields with one attack, then use a second ship to inflict damage to the hall by firing into the area formerly protected by the now-down shield. However, if you have gyro destabifazers as you first weapon system, you will spin the enemy ship, more often than not less/ne it with a fully functional should facing your beam weapons.

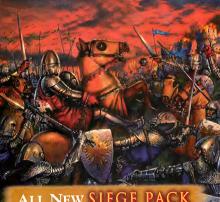
Also, most beam weapons have speeast characteristics which can be used in combination to inflict extra damage on defending ships—if they are used in the

to take adventage of this new rufe. cornect order. For instance, neutron blosters domage shelds directly thus making them a good initial fring weapon. When neutron blasters are combined with ion pulse carron, which passes directly through armor and the hall to target internal systems, they can make a devotation one-two attack. On the other hand, if you start with, sax plasma cannon or mauler devices, both carrying significant brute force type attacks likely to decimate enemy shields. there is no point in following up with neutron blasters - unless you want to kill off enemy nurines.

When you user your weapons properly and combace this with modifications such as sheld pieceing and annor pieceaug—you can boost the overall attack capability of your ships considerably §



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fields - dore players from around the world to blay on your "home turf."

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### **GAMER'S EDGE**

STRATEGY & TIPS

### Diablo

A Beginner's Guide to Multiplayer Gaming in the Depths of Hell

by Thierry Nguyen

With the sea of these growes at a radius of the New York (as we write, the sea of the New York (as we write, the sea of the New York (as we will be not and of Timer and a summarises as a station of a High Leaf and was period of the property of the new york (as the



### Three Times the Carnage

One large, fundamental difference between single-player and multiplayer DAULO is the fact that multiplayer DAULO has various difficulty levels, some of which are restricted to higher level characters

What does a change in difficulty yield? The main difference between difficulty levels is stronger mousters. For example, a beling has an average of about 200 htt points on Normal difficulty, Sept up to Nghtmare level and that average jump up to about 350 hispories. Thy to lexick them around in field difficulty, and they swell to around 500 hispories. If thood

anach i ki diche), niliye sod to atau y yiriyana (tuco

\* HOOK, LINE, AND SINKER Here is the "luss" While the being and three gold vipers concentrate on the level 32 regue, my level 31 regue safely gicks them of from a distance.

lanights at 200 were bad, how about a blood knight with 700° Easier creatures simply take a list longer to lattle abdeton is still a shelvion, no matter how pumped up it is). It's when the advecation and heldspown have bit points in the multiple handresh that adventuring gist treatherome.

With the tracement his points occur additional cooperance and canh, and rentinence. It has it to be also be fully thickness on this diffiently and get 4,000 experience points and 100 get all Thinks to beld difficiently, it is partly and for Douts a physicist point bell to entire the world it when lighting led and weekers though they become resistant to fine and immune becery type of qet B.S. with the added tools on money and experience, you also get more beneficies in forms of invension of interests with the added tools in them of invension interests with notice best and one more time.

### toom Tactic

Tag-team Tactics

You night suddenly be a bit apprehensive about taking on the elevated meastes, but deri waven you mech. In mattiplayer Dawill, your friends can come along for some added massets. We'll address the issue of when so trend later, but for now, left assume you can go around a corner and not get middle in the back by these people.

There are cosmishly two syles of fighting diret- and long singe. Of course, coordinating these rosyles of attack it delinal in general, the summer will do all the sheet-energic lighting, which the surverse and the ringer will large back and shoot at their letture. Of course, this lends to the larger of firestly-fire, as amount only one are all their friends to delicate larger of the grant short is at the energy of multiplyer Division.

One simple solution is to have the different characters split up and face opposite disections when entering a more. This way, the fighter







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16. Give piezoe a chari
17. Flight of the Valleyi
18. Shovels Diggin Tire

B. Prayer.

3. Dirty Jokas.

1. "Snathe."

2. Nervous Laughter.

3. Letters From Children.

4. Bombs burathg in air.

5. Baste Plens.

28. "Over The Top, Boyel" 27. The Battle Hymn Of The Republic. 28. Bullats Whitzzing Past Yo Holmot. 29. Bandom Spiners

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The Low Burtish Of Barribs in The Distance The Squark Of A Radi Gall For Help. Gorn otherier. "Surrendar Now!" Troops Merching. Jurenin Antreals.

ungh Animals. The Bisoults in The Arm They Sey Are Mighty Rins.\* The Angry Creak Of Your Commander. In Tropical Storm.

Bandagas. 63. 'Ughi' 64. 'I Wasas Go Hore

### **GAMER'S EDGE**

could so and back the stone clan on one side, while the mare can face the other side and light up the black deaths with firehall. This is the safest way to go

Another tactic is to let the shooter into the soons first to clear the way while the short-ranger covers the shooter's back. However, this style can be buring for the short-ranger, who has to hang back

The best way for the two to play togethor is to try the last method. In Diverso, monders have a biomedy of attack. That means that monsters will generally attack the closest player to them. If all players are equidistant from the monster, than it will fight the higher level characters first So. the best combo would be someone who is high-level, has a good armor claw, decent esistances, and is a short-more player This player will be the lare, getting into the thick of it and letting the monsters surround him. While this player backs away at the surrounding monsters, the long-energers can use conviul shots to pick off mornitors that are occupied with attacking the shortranse player Alternatively spelleasters can cast stone curses on the monsters surrounding the short-ranger.

This factic is good, but it requires a measave of trust and skill. The most volumble differenced in this attention is control. For this tactic to be successful, you simply cannot have a trigger-happy sorrerer or rouse. That would needlessly endancer the fightor, who is assurated by both his allies' spells and arrows as well as the monsters Coreful two about brook that but or kill monsters are much more valuable than a stream of wild shots that hit everyone involved.

### I'll Trade My KSOH for Your GPOW...

Lefs touch on a multiplayer-only spect of Division trading from The

hottest non-unique items are King's weapons and Godly armor. The King monitor adds 70-100 percent chance to lift and 151-175 percent damage, while the Godly prefix adds 170-200 percent to annor class. The most coveted suffixes for items are Haste (for weapons) and Whole (for armor). The Haste suffix gives you the featest attack rate, while the Whole bestows 81-100 bonus bit points. So a King's Sword of Haste (KSOH) is the fastest and deseffest sword. while the Godly Plate of Wheles (GPOW) affords you the most hit points and agree. Other soffices to get for belinets, anglets, or rings are



THREESOME Here, the party encounters monsters on a sades, so facing off in different directions maximizes firepower and enables the party to quickly may down the hordes.



other's way is to sold up and take different positions in the danover. That way, you don't have to werry about friendly fire

This quice is only an introduction to multiplayer frontion. For more strategy, check the online world. There's another guide that covers social aspects of Dueso on the CGW Web site (www.computerpaming. eem), and there are many other sites and forums where users owen Duzin tine. The hest mide out there is Destinate Diagno FAD, a great spanse for all types of information on Divisio. You can find it at Garnascot's Web site (www.gamespot.com)

Obsidion (adds 32-40 percent to all resistances). Zodiac (adds 16-20 to all attebutes), and Dragon (adds 51-60 to mana).

The best marical bows are either Steange (which adds 100-120 percent chance to hit) or Merciless (adds 164-166 percent). All regues should try to get one of the two unique bows (Earlehorn or Windforce).

A popular staff is the Arch-Angel's Staff of Apoenlypse. The Arch-Angel attribute adds two levels to every andl you know Natural stayes have about 8-14 charges, while backed versions have 255 charges. Another nice attribute for staves is Woondry, which adds 21-30 points to your neggic stat.

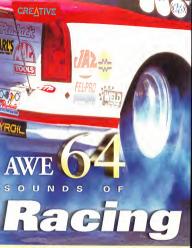
### **Uniquely Yours**

Though the most powerful mass: items (ble: KSOH and CPOW) match up well against unique items, there are still a great many unique stems that cannot be equaled by ordinary magic. Rosses should acquire either Earlehom or Windforce Windforce is the more damaging of the two, though Earlehom is indestructible. The two notable unique armor coats, Demonspike Cout and Nath Light Plate, no good, but a Codly plate still affords better rentertires. Unique shields and helmets definitely best out their nonunique counterparts. The best shield is Storm Shield, while the best belinet is either the Royal Circlet or Cotterdamerung. Unique staves aren't a good alternative when you could be holding. an Auch Angelk Staff of Apocolysise or Wizardry Actually, a mace colled Dreamflange might be the best tool for the screerer It has spell level-enhancing ability and bonus music and mana. For

pure lifting power, Messenschmidts

### Reaver is the ax of choice. Lord of Terror? He's Not So Terrible...

Now you are somewhat prepared to step into the world of multiplayer Down o You know how to be efficient in the heat of hattle when using mages and warriors, and you know what nice items you should watch ent for New walk into the Red Portal with your corundes at axis, and show Diable that you can fight him without lifting your friends in the process. by accident, of course &





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STRATEGY & TIPS

## **Scorpia's Mail**

#### You've Got Questions? Scorpia Has Answers

Discworld II ell, here we are in the madroom again. Something's erceping around notside the door, and it's spring, so Having a spot of bother getting into that Novelhei Shop? You can't

we'll just keep the door shot. Not that spring is a bad time of year, but if some is here, can surrance be far behind? And summer, as you all know, is always the worst time of year for game releases Of course, there liasn't been a whole lot of new stuff

around since Christmas, either The post-Christmas season period has been a bit dull, and I'm hoping we'll see some good games show up before the mid-year doldrums set in Meanwhile, we'll have to make do with what we've not, and what we've not is some mail to check.

do it until Act II (so if you're still at the start, leave it for now). And even then you need a couple of things from the Holywood set to get in the Shon Heavy, mant But maybe not heavy enough? Well, just stick to it.

and you'll come up a perfect 10. Really! Wizardry Nemesis

You can seem a lot of time in the Nithern Where wondering what's going on The sower not much. There are some interesting books to read, but the only thing of real interest here is an optional (read-not nee-

#### The Pandora Directive



TOLORE garners are having a little trouble finding a centain box in a certain sewer. Even with the handy tracking device, it isn't easy. The thing to keep in mind is that you want to check the walls, and not merely at eye-level they, that would be too easy! Hehill Also, take your time moving the cursor around, because what you're looking for is small, and can be evalophed if you're not careful.

#### Fable



hile not the toughest game around, this one does have its moments. One of them is in the Engulfed Fortress, Before hitting the bring deep, you may want to save the game. You priv most the seahorses once, and after the conversation, one of them should hand you an item. This object is crucial to success down here if you don't get it, you'll have to do the conversation over again until you do (which means, of course, restoring the game). So take your changes and hope for the best.

#### Daggerfall

DADGEREVAL is still the most popular topic on the mail list Considering the complexity of the game, that's not surprising. One circumstance that gives recode trouble is when you become a varietie in werebeast. First, once you've made the change, there's not much you can do execut so on and wait for the werelranters to eateh up to you. They will offer a goed to time the condition. In the meantime, as a werebeast or vampire, you do have to go hunting to keep up your stierestly. The game will let you know when that's necessary. You will need to be patient, as the werelianters will show up at a random moment sometime in the first year after you become afflicted, there's no telling when that might happen

essay for warning) weapon, toeked away behind a secret wall up above Keep an eye on the light if you want to find it. You also want to be core fel if you read any books, as

Reach Scorpia at there's a cursed mor that ADL: Scorpia's Lair (keyword: scorpia) shows up from time to time among the volumes You Internet scorpia@aol.com U.S. Mail: (enclose a self-addressed. con, of course, dop the read-

ine if you prefer. stamped envelope if you live in the U.S.F. That cabout it for this look Scarpia, P.O. Sox 338 Gracie Station

into the multilag. So, until next time, happy adverturing & New York, NY 10028







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#### The Explosive Multi-player, Hypersonic Phenomenon Burns Serious Rubber...

- - -- \*...Species by waterout a glibble."
  - ZDbet
  - Moves as fast as lightning..."
     CNet Gamecenter
    - Comparied Rat Tlagres
      - "...Eye candy for gamers...'
         Ziff Davis Home Page
  - "it's the game, the media event, the counts represent the family of it's Follow Samples
    - "...via the Internet, POD will blow you away!" - The JamZone
      - "Room terms ... For Harme Mecks!" Harpy Copy
        - "Site of the day!"
          - "" Prawa Sward Colles

Now It's Your Turn To Take The Wheel...!







#### Strategy/Wargames

Magic the Gathering: Battlemage Though many of you will opt for NicorProcess title over Archamic, some others might still be trying to best this seals time adaptation of the card some. Here are more time for writing in Battle-

MACE, so you can move on to more MACEC AVOID CARDS THAT HAVE

COOKSTAT ACTIVATION CO. STATE ACTIVATION CO. STATE



was not going to be blocked A Sengir Vampre, which can grow without your assistance, is usually better than the Dragon.

#### USE RIG CREATURES

The wisdom you learned playing the card game must be retinought. Use more big nontrease and fover their core. Along with Vilaquies, and Dragons Seras Augels, Malaimot Djuna, and Craw Warrans should be suggles in your deck Nightimare and Form of Nature are very playable, but worth out for the Lead of the H—iff hard to keep mough renaitors in play to startly this popertie!

#### Action



#### E like us you think Hand difficulty in behind it. Run up the eafling and outo the

If, like us, you think Hand difficulty in QUUNE is for wasses, then follow us to the Naghtman difficulty level in Mission Puck No. 1-Scouncil or Annuacion.

No. 1-Sociation of Assistance To enter the Nightmans slippate, follow the corridor to the Easy slippate and them make a right at the Easy doceway. Then, continue left down the consider. As the corridor opens who a morn, you'll see a nating on your left with stroke of enters

crates—but be careful not to drop off the crates to the floor below Look to your left and you'll see a red

Local myter data may our received a combination before a combination before the left behind the entite (see the secretabol). For in, read on elevator will take you up. Mijke two sharp rights and you'll see the Nightman shpgate. Cood lack and happy landing

#### Adventure/RPG

#### REALMS OF THE HAUNTING

Hyterinic (see review in last morth's levacy will challenge your brain and perfect of the see that is the popular will provide and manning. (Scorpea will provide a complete wallahrough of the game in the ment man.)



Look out for enemies highing above

2. The shotgon is your friend. It is a majed-fire weapon with plenty of available armuo. Don't waste your



tine with the slower, more powerful weapons when you're in deep trouble. The time you wait to recharge may be your final mounts after.

 When in doubt—run. Sometimes you can advance in the game without letting everything in sight
 There words was save was.

#### Simulation/Space

#### ACES OVER EUROPE

new arresult and scenarios for ACSS CIVER FURGISE, but at the time we were only able to locate the proper patch files on the CompuServe coline service

We've since discovered that ACES function new arress a wealth of patches and new arroraft for RED Byson, ACES OF THE PACHEC, and Rayazoulus' Aces Page.

The current project in the works by Timoleon and his colinets is the Eastern Front, 1943 secrutio, feature ing new Russian and Cerman arrenft. This is a team effort, so whether you're interested in helping out or just checking out some of the new siseruft. head over to http://www0.netor gr/user\_pages/timoleon/sces.htm.





#### G-Nome



One way to take advantage of the computer Opponent is to attract its attention while seconated from # by a large obstacle, such as a stone wall Once you have its attention, step back of least 120 meters from the obstacle and your enemy. Circle around behind the Al. maintaining your distance. The Al well keep trying to reach your previous position, despite the obstack remarking in its path. Meanwhile, you may puremel it at your letsure. Only after its vehicle is destroyed will the Al torn to attack you

#### Puzzles/Classics POKER CHALLENGE



The key in PONER CHALLENCE is to recognite that as lone as you make over your SH2 ante, you are actually better off getting a mix of hands. The difference between the first score and your SII2 ante (minus your remaining employed canbb is multiplied by each type of hand scored. So, if you firmled with a score of 123 (after remaining eards were deducted), and you had a Pay, Two Pay, Three of a Kind. Staight, and Flash, the final score would be 123-112 x 5 (types of hands) = 11 x 5 = 55 or 123 + 55 - 178.

In this sample game, it's tempting to go for the Full House, but you're actually better oring for the lower-poving Flodies and Straights Webarely menasted to too SH2 in this sound, but ended up with over \$200 paid out, because we had several types of hends

Also, you should always strive to get your jokers to the bottom of a row. Note in our sample same here how much flexibility the toker at the bottom of the sow provides, allowing us to get rid of any unwanted cord. In fact, if it weren't for the three sokers been there's no way we could reach the S112 threshold.

#### Sports



#### LINKS LS

LINES LS fans have a pirthera of online resources at their disposal, but one Web site that's way above (or would that be below?) par is The Hacken-Corner at: www.emperor.com/www/ galley/fafinks.html

This elegantly designed site is a have repository of useful information and files including the latest notches sound files terminere whites

and links to other LINES sites. Best of all is a listing of every course available for the same with a description, numerical rating (based on Championship player and tee settings), and

screen shot of the course If you're a serious LINAS-head, grab your bag, and spikes and emise on over to the The Hacker's Congrebbboun

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PSYGNOSIS, 1991

he romanticized image of lemmings micrating blindly to their watery demise has become a well-worn metaphor for the mindless followers of any leader. In its Initial release some six years



ago, Lewwings placed gamers in the role of such a leader, but added an intriguing twist. Instead of leading the cute little creatures to their demise, the namer was conected to save them from their perconnating selves. While much of the game's appeal is due to the endemic outeness of these diminutive funy creatures. It is also apparent that Linevinos is a "god came," at least in a broad sense. Cast in the role of the Lemminos' savior. you must remove barriers, york the loveble L'illiputions from dancerous precipices, and save them from all sorts of anualic, flery, and otherwise. calamitous ends-primarily by assigning various lemmings to certain tasks. Much five Terris, this game gave a new twist to the puzzle game genre. The game was successful on many levels. Lowwers transcended the gender barner and appealed to women as much as it appealed to men. For

most of us, the bottom line is that there places seemed to be time for assf

grelcome to the Cooperstown of Computer Games. Here

one more level of this institiously addicting game. Now that Lawwiss has migrated to the hard drives of every major platform, we'll probably never know how many hours have been and are being spent watching Erwanics strings up offfs, bash through mountains, or float to safety with umbreitas. Judging from the success Lements'

sequels have enloyed, though, it was "non-productive time" wall-spent Inductees Prior To 1989

Barrus Cass dinterplay Productions, 1988) CHISSMASTER (The Software Tochnorks, 1986) DENSEGN MASTER OFTL SOFTWARE, 1987) EAR, WEARN BASEAUL (Electronic Arts, 1986) Former (Intercte), 1978) F-19 STEADN FIGURE (AbergProse, 1988) CETTYCHING: THE TURNEST POWT (SSI, 1993). Keurroupes (Strategic Simulations, 1985)

Micro Brosser (Strategic Simulations, 1985) Micar & Masic (New World Competing, 1986) M.U.L.E. (Electronic Arts. 1983) Preses (MicroProse, 1987) SweCrry (Maxis, 1987) Stranger (Electronic Arts, 1986) Tee Base's Tace (Electronic Arts. 1985)

Ugrava III (Origin Systems, 1983) Derma IV (Origin Systems, 1985) Was on Bussia (Strategic Simulations, 1984) Wasterano (imerplay Productions, 1986) Witnesses (Sir-Tech Software, 1981) Zene (Infocum, 1981)

LINKS 386 ACCESS SOFTWARE, 1992

I title the cricinal Links was a fine

delighted trances for hours untold.

name in its own right. Links 386 was a revelation for PC owners The photo-realistic SVGA graphics

the records, established the benchmarks, and held gamers in

vistas of famous courses could enfice even the most casual o annotheir collers-and for a lot less money than playing at the real Pobble Beach or Firestone. The obvsics modeling was improved, so that the game played more like true golf than its predecessor, and the putting-too easy in Lives-was made lough enough to be challenging, even for veteran gotters. It's fair to say that the game's wide appeal, combined with the high

demands the grootem placed on hardware, caused several users to upprade to a 486. Even tive years after the release of Links 386, the arrimation of the club swing, the quiet riscles of the lakes, even the sound of an errant iron. shot crashing through tree branches all capture like essence of golf on a computer screen in a manner surpassed only by the latest Access. endeavor. Leves ES. In fact, the only major flaw of the game, a lack of computer apponents, was addressed by Lines LS, as it allowed you to play with, or against, a computer semulation of polif legend Arnold Palmer.

With the recent deal between rivols Accelerte and Electronic Arts, it's likely that the dominance of the Links line will be challenged by Jrox Nicksuns Gour 4 and others. S&I. the Access tolks have read the marketing greens of computer oof. better than arwone else, so we've not beiting against Bruce Carver and crew

SASTER OF DRICK LABRONO TYCECH

n Menn's Cwuzz

THE SUCREY OF MONREY PLANS THEIR FINEST HOUR

Ти Бюлия LucasArts, 19940 Origin Systems, 1990)

> ING COMMANDER I, II, & II TOLFENSTEIN 3-D (id Software, 1992)

ALONE IN THE DUDGE REPORT AT KRONGO

> Y OF THE TENTACLE casArts, 1993)

ld Software, 1993)

MicroProse 1989)

Kise's Ourse V

Lucs 386 Pro

ectrum HoloByte, 1991)

Three-Sloty Pacific, 1989)

ess Software, 1992

Sterra Co-Line, 1990)

venosis, 1991)

8-1 Task Plantes

PART PART SPORTS FORTBALL PRO

con 3.D

#### omputer game programs have grown so massive and the number of hardware configurations has become so huge that incompatibilities and glitches are frustratingly common.

1B30 V1.4c Your rail empire will build more smoothly with enhanced Al (olus a truly "easy" option). The lesser memory requirements, allow would be Vanderbits to run the program with a mere 4MB of RAM. Several new toggles entrance gameplay

A-10 Cubal: Latest upgrade allows you to reverse the rudder settings, press Enter or ESC without prob letts, and even center your investick What's more, the oncinal A-30 Curvi serial numbers now work.

Advanced Civilization V1.01: You'll find that installing this perch. limits natural disasters to the ones intended by the game design. among other foxs

Age of Rifles V1.3: Commanders will find campaigning much tagifitied by the vacety of command costnitweeks, scenario entencements, and casualty rate adjustments, among other fores. Be sure to reconnaiter the endravistive READ ME file.

Age of Sail V1.02: A host of improvements for Talonsoft's real-

time wargame. This patch should not overwrite your street carries. Battleship V1.1: Hashro's ship finally salls as it should have, with

many of the multiplayer and fiming issues solved by this patch. Blood & Hagic V1.01: As Aleno the Avenger on Level 3, you should no longer have the problem when the Brigand is attacked after the

game is saved. Modern and Direct Link performance is improved Capitalism For Mac V1.1: Both Mac and Power PC users will find the mad to capitalistic riches a smoother side with this prohius

Cave Wars V1.11: Godmode bugs are banished, and you may now select the number of levels to play-a boon for shorter games.

Oagperfall V1.05.200: installing a patch for Bethesda's acclaimed, but burgsy, RPG is an adventure in riself, but this patch does correct many of the game's most significant flaws

Flying Corps V1.00a: The acclaimed WWI flight sim becomes even more viscerally beautiful with these adjustments to padiock and other views

Harpoon Classic 97 V1.62c: From clearer Caribbean-Nue water to database additions, this patch fights hard to make a complex. game more accessible.

JetFighter III Update 1: Now wings for Mission Studies' (fight sim, including better throttle/rudderlipystick calibration, support for sound in Windows 95, sound board autodetect, programmable joystick

buffors, and more. MechWarrier 2 For Mac: Mac Mech-meislers now enjoy support for 603e and 604e processors and additional joysticks

MechWarrfor Hercenaries V1.06: Regardless of clan affile tion, all will benefit from this latest

upgrade, which repairs more mach deficiencies MOO II V 1,3: This latest in galactic technology offers even

more frees. Over the Reich V1.01: Gameplay hits a higher ceding with several adjustments to bomber detensive tire, frequency of reinforcements, angle of interceptions.

high-G maneuvers, and banking. Phantasmagoria 2: Il vou insisi on finishing the game-and avoiding video lockups and other crashes--you'll need this patch. Be warned, however. This fix is only for DOS versions

Risk: Finally...playable hotseall

Star General V1.01: Patches for both DOS and Win 95 are out, featuring a number of multiplayer and Al figes

Software fixes, or "patches," for buggy programs have become a necessary evil until we reach the golden age of standardized platforms and bug-free programs. New patches are in red.

Steel Panthers II V1.1: Many clanfications, modifications, and bug fixes for SSI's popular modern warfare game. Make sure to type SP2V 101 EXE -D -D or your game will not update property. If you install



Check for

Third ReichV1.37: New orders from the front have repaired Inaccuracies introduced in V1.56, such as France refusing to fall. Tomb Raider: The 3DIX support

patch is now final, and shows off. Lara Croft's attributes in sturning high-resolution, complete with mipmacoing and more hotleys.

Wages of War 1,28; Several minor loas for New World's mercenary strategy game. War Wind V1.2: KALi-competible. LAN and Intercet-enhanced version of SSI's stratery game.

Patches can usually be downloaded from online networks (such as CompuServe and ZDNeft, from CGW's Web site (www. computergaming.com), or from the individual softwere publisher's Web site (see listing below).

**V**Net

#### Publisher Web Sites

Many patches are available from the publishers at the following sites:

Accelade: www.accelade.com Activision: www.activision.com

Aponee/3d Realms; www.aponee1.com

Avalor Hill: www.avelochill.com Bethesdar www.bathsoft.com

Rig Time Softwares www.bictmesoftware.com Blizzand: www.blizzant.com

Eldos: uwweldcs.com EA: www.ea.com

Epic MegaGames: www.epicgames.com id Software: www.idsoftware.com

Interactive Magic: www.imagicgames.com Interplay: www.interplay.com Jane's Combat Simulations: www.snes.es.com

LucasArts: uwwhicasarts.com HicmProse/Spectrum HoloByte: www.micronose.com

Hicrosoft: www.microsoft.com New World Computing: www.nwcomputing.com

Origin: www.origin.ea.com Papyrus: www.sierra.com/papyrus

Sierra On-Line: www.sierra.com mon enforces www. d22 Talonsoft: www.laignsoft.com

Virgin: www.vie.com

#### THE COMPILER GAMING POLL . A MONTHLY SURVEY OF CGW SUBSCRIBERS

ach mornit, 2,000 CGW subscriburs are selected at random to rate 100 computer games. The results of that poll are combined with the results of previous months to you'd cumulative average for the best five's an gaming. If you receive a ballet, please return it with your ratings so that other a times and owner outlishins can boreful from your certainty.

E CHILL					Mi.				
/*	A	TOP ACTIO	ON GAMES		E .	100	TOP ADVENT		
100		SAME	COMPANY	30848	1000	-	CANEL	COMPART	SCORE
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		flucite	id Software	8.05		5	Loisang Said Larry 7	Surra	7.63
	6	Crusader: No Recret	EA/Origin	7.93	2.0	100	Circle Of Blood	Viran	7.71
	7	The Need For Speed	EA	7.60	900	7	Spycraft	Activising	7.66
		Syndicate Wars	EA/Bulliron	7.37		6	Lighthouse	Skrra	7.56
	0	Gescent II	Interplay	7.33		9	Full Throttle	IncacArts	7.54
	10	Pen Pietrali	Errore	7.32		10	Under & Killing Moon	Access	7.30

學		TOP CLASSIC/	PUZZLE GAMES		3.24	TC	P SIMULATION/SPA	CE COMBAT	SAMES
west.		4/ME	(canyar)	SECON			1101	EA/Organ	8.47
-	Г1	You Don't Know Jack	Berkeley Systems	8.20		_	Wing Corresender IV		
	2	Incredible Trens	Sherra	8.20 7.23		2	Mech Wenter 2	Activision	8-27
	1	Incredible Machine 2	Seem	7.06	0.	- 3	AH-54 Longbow	EA/Organ	8.14
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	7	Clus	Hasbro	5.96		7	EF2000	Ocean .	7.85
	100	-					U.S. Havy Fighters	EA	7.62
						9	F-22 Ushtsing	Neval.ogic	7.60
	10					10	Advanced Tectical Fighters	EA.	7.59

TOP SPORTS GAMES   1		
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2 MILLION 2 Series 4 d. d. 2 Series 4 d. d. 3 MILLION 2 Series 4 d. d. d. 3 MILLION 2 Series 4 d.	SOUR	
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8 FPS Football Pro '96 Serra 7.65	8.43	
8 FPS Faatball Pro '96 Serra 7.65	8.36	
	8.22	
9 Triple Play '97 EA Scorts 7,61 9 Herses Of Might & Magic Now World Computing	7.97	
10 NRL Neckey '95 EA Scorts 7,60 10 Jagged Alliance: Deadly Gases Str-Tech	7.92	

		TOP ROLE	E-PLAYING GAMES	_		TOP WARGAMES					
		SAINE LOUIS	COPATI	reces	A8010000	-	SAME	CENIFARY	SCEUM		
	1	Diabile	Sizzard	8.82	1		Steel Panthers Compaign Disk	551	8,73		
- 6	200	Daguertall	Bethesda	7.54	109		Steel Prothers II	881	8 69		
- 1	2	Assil Of Dawn	New World Corrolling	7.31	1 3		Steel Parthurs	SSI	8,47		
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- 1		Albion	Blue Byte	6.13			Battfegreend: Shilah	BlosSoft	8.12		
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2							Battleggrund: Gettasburg	BlocSox	7.49		
	10	- / -			30		Robert E. Lee: Civil War Several		7.47		

#### TOP 100 GAMES

	LIME	COMPARY	THE	SCOTE	-	EAME	CORPANY	TYPE	SCORE
1	WarCraft II Expension Disk	8 kozurá	ST	9.01	51	Spycratt	Adivision	AD.	7.66
2	Red Alert	Vrgin/Nestwood	ST	8.91	32	FPS Feetball Pro '96	Sierra	SP	7,65
3	WarCraft II	8%zzard	ST	8.90	53	U.S. Navy Fighters	EA	SI	7.62
4	Heraes II	New World Computing	ST	8.85	54	Triple Play '97	EA Soorts	SP	7.61
8	Diable	8hzzesi	RP	8.82	55	HHL Heckey '95	EA Sports	SP	7.60
8	Civiltration B	MicroProse	ST	8.80	2007/4	HEA Live '98	EA Sports	SP	7.60
7	Steel Panthers Campaign Disk	SSI	WG	8.73	No.	F-22 Lightelen	NovaLogic	51	7.60
8	Unites LS	Access	SP	8.71	58	The Stood For Speed	EA	AC	7.60
9	Steel Panthers II	SSI	WS	8.69	59	Advanced Tactical Fighters	EA	g	7.59
10	Ternb Raider	Ekias	AC "	8.54	60	Linithouse	Sierra	AD	7.56
11	Ouice Huicom 3D	3DRealms	AC	8.50	61	Fantasy General	SSI	ST	7.54
12	HASCAR 2	Siana	SP	8.49	Ber	Full Thrattle	LucasArts	AD	7.84
13	Steel Parthers	SSI	WAS	8.47		Dogoerfall	Betheoda	RP.	7.54
10	Wing Commander IV	EA/Origin	Si	8.47	64	ClyNet	MicroProse	ST	7.50
15	C&C: Covert Sporations	Wain Westwood	ST	8.43	65	Battleground: Gettysburg	TalonSoft	WG	7.49
16	MNL '97	EA Scorts	gp	8.39	66	HBA Live '45		SP	7.48
17	Gabriel Knight 2	Serra	AD.	8.37	67	Robert E. Lee: Civil War General	EA Sports Sierra	WG	7.48
18	Command & Consum	Wrgin/Westwood	ST	8.36	46	PGA True Self 436	EA Sports	SP	7.45
19	Paratr General	581	WB	8 29	68	Tony Laffussa 3 '96	Stormfreet Studies	SP	7.40
20	Pandora Directive	Access	AD.	8 28	70	Syndicate Wars			7 57
21	MochWarrier 2	Activision	SI	8 27	10	M.A.X.	EAGLITOS	AC	7.37
22	Grand Prix 2	MonPress	SP	8.25	1		Interplay	ST	
23	Challentien It: Someries	MemProse	ST	8.23	72	FPS Feetball '95	Skera	SP	7.34
24						Descent II	Interplay	AC	7.33
25	Crusader: No Remorse You Don't Knew Jack	EA/Ongin	10	8.21	74	Pre Pinkell	Empire	AC	7 32
		Berkeley Systems	CP	8 20	75	SinCity CO-ROM	Mass	ST	7.31
26 27	AH G4 Lengbew	EA/Drigin	SI	8.14	1	Anvil DI Dawn	New World Computing	RP	7.31
	Battleground: Shileh	TelonSoft	WS	8.12	77	Stand	Empre	ST	7,30
28	Battlegrouest Astietom	TalonSoft	WS	8.11		Under A Killing Mean	Access	AD.	7.30
29	The Heed For Speed SE	EA	AC	8.90		JetFighter III	Mission Studios	81	7.30
30	Quake	ki Sottware	AC	8,05	80	MissianForce Cybersterm	Sterra	ST	7.28
31	Privateor 2	EA/Origin	81	8.02	81	Zark Kersesis	Activasion	AD	7.27
32	The Hoverheed	Dreamworks	AD	7.98	82	Virtual Poet	Interplay	\$P	7.24
33	Heroes Dt Might & Magic	New World Computing	ST	7.97	63	Incredible Toons	State	CP	7.23
34	Crusader: Na Regrot	EA/Origin	AC	7.93	84	Age DI Sall	TeloxiSoft	WG	7.18
	Rama	Sienta	AD.	7 93		Heose	Bavenhii	AC	7.18
39	Jagged Affisece: Deadly Games		ST	7.92	86	Magic Carpet 2	EA/Bullfrag	AC	7.17
	Stent Buster	SSI	SI	7 92	87	Refeatless	EA	AD	7.16
35	U.S. Marine Fightors	EA	SI	7 90	88	Legends DI Xyrandia 3	Wigin Westwood	AD	7.14
39	EF2000	Ocean	St	7.85		Terra Hove: Strike Force	Looking Glass	AC	7.14
40	Tigers On The Provil 2.0	HPS	WG	7 83		Phantsynagoria 2	Siorra	AD	7.14
	Leisure Suit Larry 7	Skorra	AO.	7.83	91	Phontauroparia	Sierra	00	7.13
42	Lords DI The Realm II	Sierra	ST	7.62	92	Titanic	GTE Entertainment	AD	7.12
43	FPS Football Pro '97	Siorra	5P	7.76		Flight Unlimited	Looking Stass	SI	7.12
44	WarGraff	Shrzeri	ST	7.74	94	System Shock	EA/Drigin	AC	7.11
45	Worlands III Delane	593	ST	7.71	95	Boad Rash	EA	AC.	7.90
	Circle Ot Blood	Virgin	AD	7.71	96	HNL Paverniay	Virgin	SP	7.09
47	Battlesround: Waterlog	DiseSoft	WG	7.70	97	Hyper 30 Plaball	Virgin	AC	7.07
48	HASCAR Racing	Sema.	SP	7.69	93	Done The Reich	Araba Hil	WG	7.08
48	Jameed Alliance	Sr-Rech	ST	7.68	-	Incredible Machine 2	Suma	CP	7.08
-	FIFA 197	EA Sports	SP	7.68	100		Interactive Magic	WG	7.05
_	FIRS 27	DK GISHES	SP	7.96	100	Harpeon 97	Interactive Magic	WG	7.05

## What's the Deal with. Psycho-Geeks?

#### Part Duh!

asi monfo. I validhing the controls at any given identified the new species of way of stopping all of these goots. every once in a white one of them. psycho geek first has erremed to would have his scrawry ass nafed to prey upon online

gamers. These пен датнеweckers come in three stulblyingly dvslunctional flavors: Crashers, Cheets, and Killers. This month Dd Me. to cover their effects on internet gamno, and see what should be done about them. While the initial, elementary school logic is just to ignore them and they will no away--unfortunately, I am a realist. And so, even while I detest the thought. I am forced to acknowledge them, as you would a backed-up toilet: unpleasant, but

The Crasher is very hard for individual garners to combat, Wa can only hear utter abuse on these wee nie harter-vonnobes and make them pariate for their anti-social behavior Some of them will go so far as to glost about being able to send players viruses along with game turn files, which is about as fundy as telling the stewardess that your laptop has two kilos of plastique inside if. By their nature online services have to remain accessible, and thus vulnerable but name server companies. should try and have more tolks Company Greens Wast (CDV D14-0507) is published receive by 39-Smit Publishing Company, One Pink Journal Men Tank, MY 10115 Subsciption rate is \$27.57 for a one-year subsciption (12 example Deniet).

somefaing somebody has to look at

and do something about

moment. That way even if there is no

#### LZ Every once in a while, one of

these geeks should have his scrawny ass nailed to the wall. 22

the wall. Any garriers out there who have sworn to bottle crustice with their hacker abilities should keep an eve out for these idiots, and deliver unto them the silicon Armageddon they so richly deserve.

Handling the Chasters, on the other hand, should be almost open pletely in the hands of the gaming community and I really wish designers would stop worning about it. Your code shouldn't be bending out all over the place it voidse thinking of the online arena-but neither should you be obsessing about trying to

outwit every geek with a cheating hack. If even an hour of coding that could have been better spent on gameplay or debugging goes into security routines, then a victory has been handed to the forces of ween-

ness, and game companies' loyal customers suffer needlessly While I am thrilled with the various competition "ladders" to be found for most Net-capable games, I don't think we should be taking this so seriously that we demand that comparries waste resources designing iron-clad games. If designers want to

help, they can give Net games the ability to ting IP addresses and inform the player if they are about to get into it with a computer on the cheater list. Let's make social pressure do the work for us, and exclude people whose behavior is urraconstable

The most senious threat to the practic multi-user dunceon games. which are trying to catch on as viable social and economic entities, are the Killer types, or PKer's (Player Killers), as they have come to be known. I am sure the suits at Studio 300 and RottleNet think it's goat that players are spending money hunting each other, untorturately, for every hour spent at the game by the sociopathic numbers, or those who let themselves net caught up in uselves. revenge, 10 hours are lost to the game from newbles who sign on, are

noinfessly hutchered, and depart-

never again to return. Even experienced gamers can grow fired of having to keep an eye out for without serial killers instead of actually getting into the game world. Utraw Drame Director Starr Long promises there will be doe consequences in his game for killing other

players, and that the online staff will frown on the practice. But I wonder if fris will change anything, unless someone in charge is prepared to lose the patronage of a few losers for the sale of a more viable community?

To all you MUDers out there who defend PKing as "part of the game," why don't you hauf your passiveaggressive little butts over to a game where killing other players as the point, Ne Quwe, NetMook or

Antiference, and face players who actually expect you to come at them? is that too much like a fair tight? When it comes down to it, the only

neal way for online gaming to detend itself access these pathetic new vermin is to acid a little responsibility to all the anonymous power that the Net provides. Game servers should start fooking into setting player's names! personas into stone, so that some sort of record of your behavior can tollow you around in a game. After all, a place "where everyone knows your name" can be a real deterrent to being a psychologiek %

and all other reporting and SEC DD by continue real Programmy. Seed platers therefore SEC Project DD Box SYSC, Businet CD 8020277857. Carebon SST recognition number is 98571 \$440 PT. Consta First International Puls & Man Product (Consta Blackstopp) Sect Agreement Vo. 1956-99 Products postors poli in Nov York, NY 19555 and additional making affices. Purint #512,000, Printed in the W.S.A.

## introducing

# Jack Nicklaus 4

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